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PROTEUS

№11

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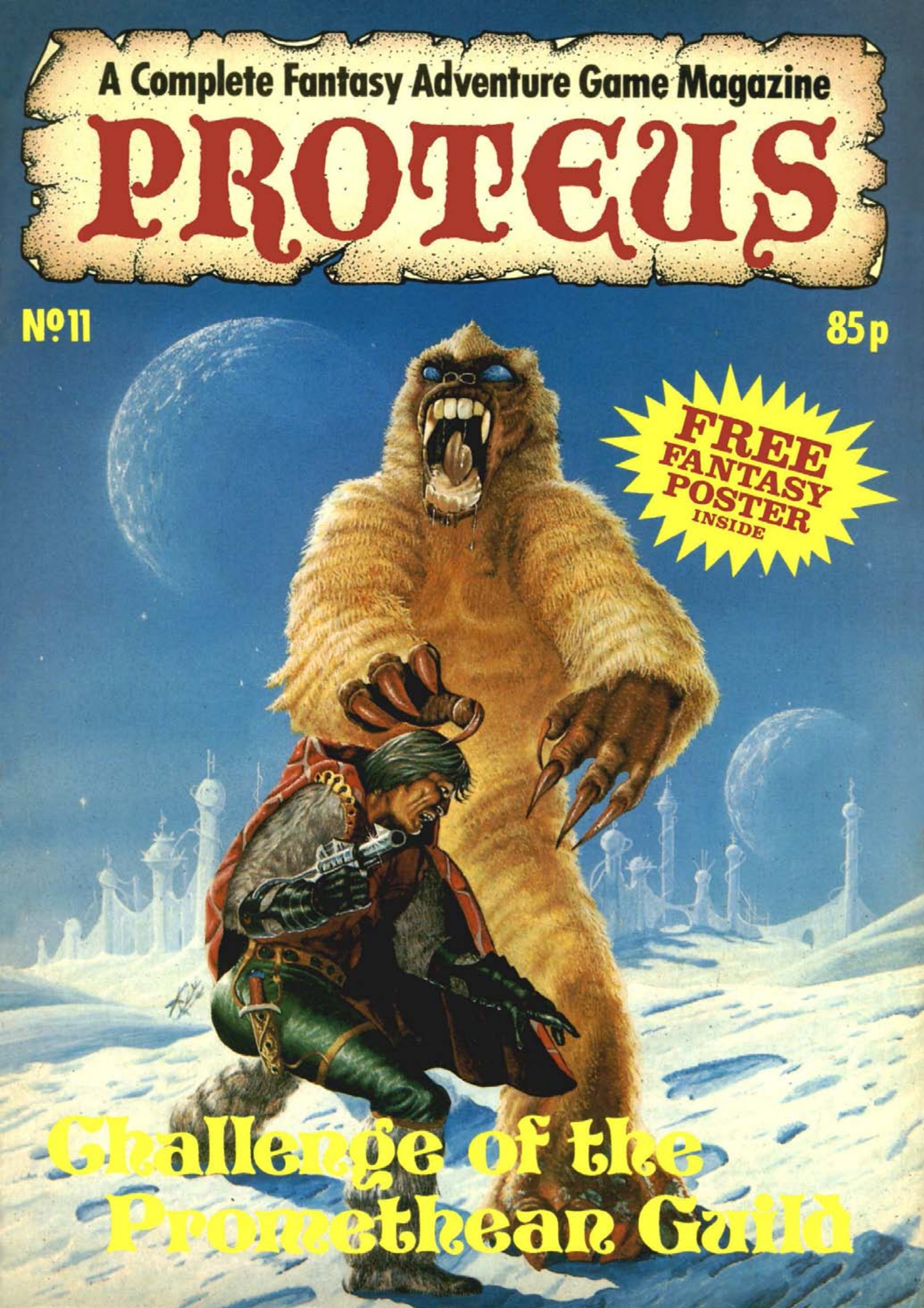

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PROTEUS No. 11

Challenge of the Promethean Guild

by Elizabeth Caldwell*

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

The free poster in Issue 12, on sale May 15th, is by Les Edwards.

The story in Issue 12 will, we believe, be as great a challenge as any so far. Nothing can be trusted in the domain you enter, and *you* will have to decide whether the task or opponent you are facing is real, or an illusion.

As you thread your way through the strange territory, your task will become increasingly dangerous and puzzling. But if you can keep your head (in more ways than one!), you will finally succeed in your Quest.

**The author would like to acknowledge the assistance of R. B. Newton in the development of this story.*

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Introduction

THIS is a story about a world where science and magic exist hand in hand. Sorcerers work alongside Scientists without conflict. Dragons fly through a blood red sky, while androids and robots populate the world below. You are a soldier of fortune, seeking adventure and fame, but before you begin you must discover how swift, strong and skilful you are.

You will need two dice, a pencil and several sheets of paper: use the pencil and paper to draw a map of your progress. You may not succeed in the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet opposite, for you to write down your scores for Dexterity, Strength and Skill, and to keep a note of your rations, secrets learnt and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity, Strength and Skill

Dexterity – Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This indicates your skill and mastery of swordsmanship.

Strength – Roll two dice. Add 12 to this number and make a note of it on your Quest Sheet. This is a measure of your fitness and stamina.

Skill – Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This indicates your ability to pick locks, detect traps etc. From time to time, you may be asked to test your Skill. To do this, roll two dice. If the numbers on both dice add up to the same as or less than your Skill, your alertness and training have acted to your advantage. If, however, the numbers on both dice add up to more than your Skill score, you have not been so fortunate. In either case, you will be told to turn to the appropriate section.

Your Dexterity, Strength and Skill ratings will probably change during the course of your adventure. You may lose Strength points in battle, for example, and then restore them by eating a meal. Your characteristics may also be affected by the items you discover in the course of your adventure, and in such situations, you will be told in the text what to do.

You must remember, however, that your Strength, Dexterity and Skill scores must never exceed their *Initial* values, as determined by the dice rolls at the start of any one adventure.

As you explore, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your life.

Losing and gaining points

In some sections, you will be awarded extra points (for example, you may read "Gain three Strength points"). You add these to your current Strength score: but remember, these scores may never exceed their *Initial* values. When you lose points (for example, "Lose one Dexterity point and two Strength points"), you simply deduct these from your current scores.

Replenishing your Strength

You are allowed to take with you enough rations for six meals: this is for the whole of the task you are about to undertake. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember to use your rations wisely: you have a long and difficult task ahead of you.

Rules for fighting

The weapon that you carry is one unique to your world – a *laser-sword.* It is capable of firing a deadly laser beam, doing serious damage to any opponent. If the weapon is turned round, by operating a hidden switch a slender blade shoots out from the handle, and it can then be used as a normal sword.

The laser takes time to recharge each time you fire it, and can therefore be used only once per battle. *Unless told otherwise,* the first throw of the dice to calculate your *Fighting Power is* for the laser (see below). If it is greater than your opponent's *Fighting Power, you* have scored a hit with the laser and so can take six off your opponent's Strength score. For the rest of the battle however, you must use your weapon as a normal sword while the laser recharges. If you miss with the first attempt, you do not get a second chance at firing the laser.

To resolve a battle:

Each creature you meet will have its own Dexterity and Strength scores, given in the text. Make a note of these.

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power.*

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power.*

3. If your *Fighting Power is* greater than the creature's, you have scored a blow and wounded it. If this is the first round of fighting, and you have fired your laser-sword, subtract six Strength points from its Strength score at that moment. For all subsequent rounds, subtract two Strength points. If the creature's *Fighting Power* is greater than yours in this round, it has wounded you – subtract two points from your current Strength score (unless told otherwise in the text).

The next round of battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death, and you must begin again with new dice rolls for Dexterity, Strength and Skill.

Quest Sheet
Dexterity
Strength
Skill
Rations
Items Discovered
Secrets Learnt

Your Quest Begins...

In the pale half-light of a freezing evening, you stand with three others by the featureless metal door. This is the day in which all your deepest hopes might be fulfilled, and the course of your life forever changed . . . or it could herald the termination of your dreams and honour, and even your life. Just a few more minutes and the impassive white door before you will open.

Beyond lies the challenge which you have trained and longed for, ever since you first heard of the Promethean Guild, many years ago now.

Although the existence of the Guild is well-known, its members and activities remain closely-guarded secrets. All who join must swear an oath to die before divulging any knowledge concerning the Guild. You know that if you succeed in joining this elite body, you may become involved in theft, or assassination, or be hired as a mercenary to perform whatever deed is required of you. Although some may question the Guild's methods, its ultimate aim has always been the elimination of evil.

Only the most skilled of warriors, the most stealthy of thieves and the most cunning of tacticians may enter the Promethean Guild, and you will need all these qualities if you wish to succeed in the challenge that all prospective Guild members must overcome, to prove themselves worthy of membership.

But the rewards are great: you will be trained to the very highest level as a warrior, and be instructed in the art of Magic and in Science – for on your world, these two exist hand-in-hand. You will have the recognition and companionship of the finest warriors, sorcerers and scientists of your land; and you will gain wealth beyond your wildest dreams, as the members of the Guild are extremely well-paid by those who require their services.

In the distance, the spires and minarets of your home city are visible, ghostly-white under the illumination of the two huge moons which have risen. The bitter wind carries the first few flakes of snow – a prelude surely to yet another storm. All around, the snow is still thick on the ground from the fall earlier in the day.

You pull the cloak of your hood up, and peer at your three silent companions from within its fur-lined warmth. One is a large, brutish man, covered in tangled hair and animal pelts. His dark eyes glare impatiently at the metal door from under black, shaggy brows. He holds a long spear in one hand, and from his belt hang a wooden club, a sword, and a laser pistol.

The second prospective Guild member is a small, slender woman with flowing black hair and piercing green eyes. She is dressed in a green one-piece suit, and is armed with an assortment of throwing knives and stiletto daggers. Your third companion is a tall, impressively well-built man with fine features, wearing a flowing red cloak over a fur-lined jacket, green leather trousers, and protective fur leggings. At one side of his belt is a short dagger in a jewelled sheath, and he also carries a laser pistol.

Abruptly, the air is rent by a savage, rasping roar echoing across the mountainside, and the four of you wheel round as one. Lumbering towards you is a Shakla – a kind of massive bear, fully twelve feet tall, and possessing vicious claws and fangs.

The man in the distinctive red cloak is the first to react, immediately adopting the shooting stance and firing off a bolt from his laser pistol. The Shakla gives a roar of rage and pain and reaches out a giant paw towards the man, who, with more stupidity than courage, leaps forward to loose off two more laser-bolts from point-blank range. Although you have now drawn your laser-sword, and your two other companions are similarly ready for action, you are unable to help immediately, as the combatants are locked in deadly battle.

The fight is short and unequal: the Shakla's talons tear into the man's scalp and face, and the great arms lift and crush him, tossing the bloody, twisted body away with contempt. As you now warily move forward, your laser-sword held before you in both hands, the brutish man in animal skins calmly takes several paces to one side, drops to one knee and fires a stream of laser-bolts from his pistol, in such rapid succession it appears as a blur of almost continuous light.

Simultaneously, the slender woman in green hurls two throwing-knives, which flash for an instant in the moonlight before burying themselves in the Shakla's chest. A final laser-bolt from the man explodes between the Shakla's eyes, and it crashes to the ground in a billowing flurry of snow, like a great felled tree.

Calmly, and without a word, the woman retrieves her knives, and the man stands and replaces his laser-gun. The snow is stained with blood now, but neither of your companions even glances at the body of the fourth prospective member of the Guild. Angrily, you replace your sword and go over to him; there is nothing you can do to help him now, but you gently close his eyes and wrap his body in the red cloak – the colour now of the snow in which he lies.

Before you can dwell further on events, or your companions' attitudes, there is a metallic 'clang', and slowly the white metal door, which blends so well into the snowscape as to be almost invisible, swings silently open. Your two remaining companions waste no time, and without so much as a glance in your direction, they enter the dimly-lit passage revealed behind the open door, and vanish into the gloom beyond. You take a last look at the bloodstained snow, and as the first fresh snowflakes begin to settle, you draw your laser-sword and step through the doorway.

You wonder, as the door closes silently behind you, how the others came to know of the entrance to the Guild's 'Testing Complex'. You recall how your half-cousin, Chah, had whispered the secret location to you one night before he left to join the Guild himself. How Chah discovered the entrance, you do not know, but you never saw him again after that night, so you can only assume he was successful in joining the Guild – or died in the attempt.

Now, you reflect, it is your turn to risk all, in your attempt to join one of the most secretive and powerful societies on the planet – universally respected by the weak and oppressed, feared and hated by tyrants and terrorists.

Now read on....

1

You enter a dimly lit corridor composed of the same grey metal as the rear of the door. Your footsteps echo on the dull metal floor as you walk steadily North into the mountain. At length, the passage opens out into a large grey room. Along the East wall is a long table, behind which is standing a tall woman with black hair and steel-grey eyes. Opposite you in the North wall are three identical doors. On the floor at the foot of the West wall is a large, black disc, with a small control panel set into the wall above it. There is no sign of the two who entered before you.

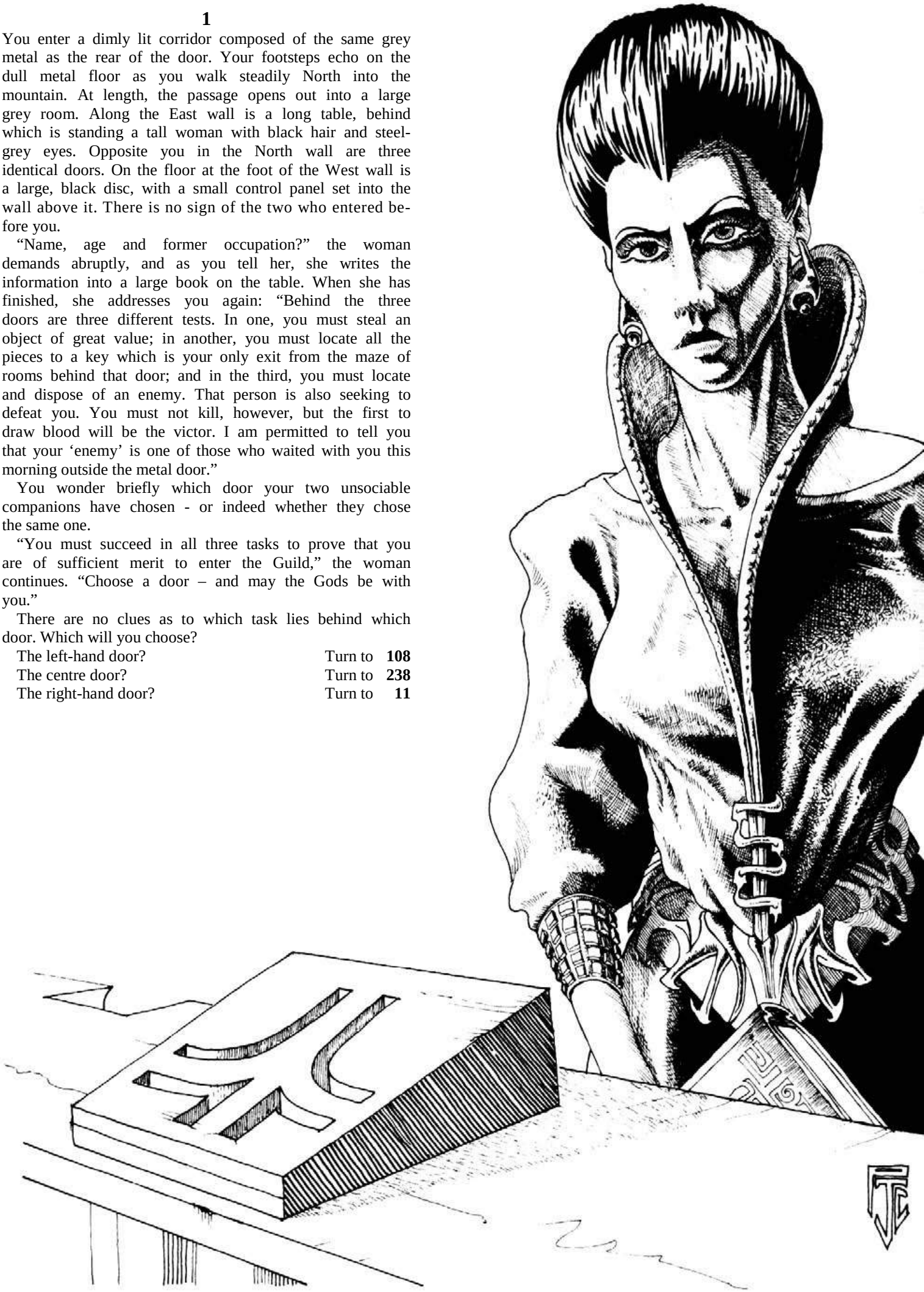
"Name, age and former occupation?" the woman demands abruptly, and as you tell her, she writes the information into a large book on the table. When she has finished, she addresses you again: "Behind the three doors are three different tests. In one, you must steal an object of great value; in another, you must locate all the pieces to a key which is your only exit from the maze of rooms behind that door; and in the third, you must locate and dispose of an enemy. That person is also seeking to defeat you. You must not kill, however, but the first to draw blood will be the victor. I am permitted to tell you that your 'enemy' is one of those who waited with you this morning outside the metal door."

You wonder briefly which door your two unsociable companions have chosen - or indeed whether they chose the same one.

"You must succeed in all three tasks to prove that you are of sufficient merit to enter the Guild," the woman continues. "Choose a door – and may the Gods be with you."

There are no clues as to which task lies behind which door. Which will you choose?

The left-hand door?	Turn to **108**
The centre door?	Turn to **238**
The right-hand door?	Turn to **11**



2

You set off down the East corridor, which soon opens out into a small square room. In the centre of the room is a low table, lying upon which is a small star-shaped piece of metal. Each of the five points of the star has a hexagonal indentation in it, as if designed to hold a small object of that specific shape. You suddenly realise that this must be the key which the woman spoke of, and you must locate all its pieces if you wish to leave this place alive. You place the strangely shaped key into your backpack and turn to leave the room. There are three exits. Will you go:

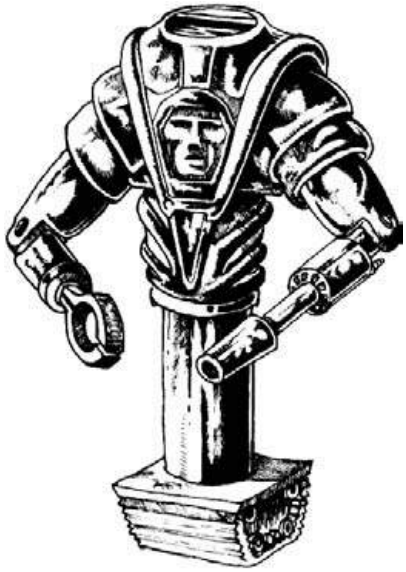
North?	Turn to **72**
South?	Turn to **81**
West?	Turn to **21**

3

You recall the little robot which the red Knight told you to take with you, and your heart gives a leap of shock as you realise it is an exact duplicate of the Death Droid! But what good will that do you? Quickly, you fumble in your backpack to retrieve the model, and as you do so, the Death Droid fires its laser at your feet. You leap backwards, realising it is toying with you before it moves in for the kill. At last, you grasp the model robot and hold it before you, wondering desperately what to do next.

Then an idea strikes you: sympathetic magic! Could it work? It should do, if you truly believe in your heart that the destruction of the toy will bring about the destruction of the Death Droid.

The Death Droid fires at you again, scorching your left leg – lose two Strength points. You have not much time, and you hurriedly place the little model on the floor before you. Then you draw back a little, trying to summon the correct state of mind to perform such an act of magic . . . but it is difficult with the Death Droid stalking you. Then you aim your laser-sword at the model, and, with a fervent prayer, fire!



Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **214**. If they add up to more than your Skill score, turn to **193**.

4

You were wise to attack, as out from the shadows staggers a tall, impossibly thin man, whose flesh is covered by black scales. His head is like a grotesque black skull that seems too large for his skeletal body, and his fingers end in razor-sharp, claw-like nails. Your laser inflicted six points of damage, but it is not yet recharged, so you turn the weapon around and flick the switch that causes the deadly blade to spring from the handle.

	Dexterity	*Strength*
SKELETON MAN:	8	6

If you win, turn to 5.

5

As the man collapses at your feet, his head rolls to one side, his mouth falls open, and from between his black, pointed teeth, trickles a small drop of blood. Then, as you peer closer, you see that the blood has solidified into a deep red ruby, cut into the shape of a hexagon. If you decide to keep this strange jewel, you place it into your backpack. Then you round the shadowy corner and make your way East.

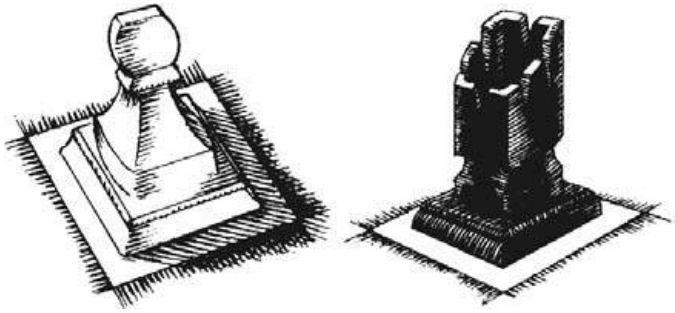
Very soon you arrive at a crossroads. Will you go:

North?	Turn to **191**
East?	Turn to **32**
South?	Turn to **61**

6

You arrive at a junction. Will you go:

North?	Turn to **24**
East?	Turn to **13**
West?	Turn to **34**



7

As you touch it, the door swings inwards and you pass through into a small room, filled, to your astonishment, with what appear to be children's toys. You pause for a moment to perform the grisly and painful task of pulling the darts from your body before examining the bizarre contents of the room. Turn to **245**.

8

The Giant bellows an angry roar. "So I must fight you then! I cannot say I am displeased!" He leaps forward, landing with an earth-trembling bound. If you have a black and silver staff and wish to use it, make a note of the number of this location and turn to **134**. Otherwise, you close in battle now.

	Dexterity	*Strength*
GIANT:	8	16

If you win, turn to **248**.

9

You head West down the narrow, dimly lit passage, which soon turns North. As you round the corner, you hear muffled footsteps behind you, but when you turn to discover their owner, there is nobody there. Could your opponent be stalking you through these dim corridors, creeping up on you, even now? You swallow nervously and continue on your way North.

The passage soon turns East, then North, then East again, and then you arrive at a crossroads. Will you go:

North?	Turn to **125**
East?	Turn to **226**
South?	Turn to **209**

10

The Eye has watched you continually as you fought, and with a sudden surge of anger you are sure that it is the Eye which was controlling your opponents. You resist the strong urge to smash the glass panel with your sword, and leave quickly through the North door – turn to **16.**

11

As you approach the right-hand door, it slides silently open, and after you have passed through, it immediately closes behind you. You turn and examine it briefly, but there is no apparent way of opening it from this side.

You are in a North-heading corridor of the same grey metal, dimly lit by yellow lighting panels set into the ceiling. Holding your laser-sword before you, you set off North, cursing the noise which your boots make on the echoing metal floor. Quite soon, the passage turns East, heading in that direction for some time before turning North again. Then you come across a new passage branching off to the East. Will you continue on your way North? Turn to **31**. Or, take the new way East? Turn to **2**.

12

As you press the red button, the machine clicks and whirrs and shakes a little, and then out from the larger slot shoots a wooden frog, beautifully carved and most life-like. You cannot imagine what use such an item might have, but you put it in your backpack nevertheless. Turn to **42**.

13

You arrive at a dead end and have no alternative but to go back West. Turn to **6.**

14

Deciding that the toys must have been put here for a purpose, you investigate them closer. Two items in particular catch your eye – a large box painted in red and gold that lies near your feet, and a most life-like, life-size model of a Knight in blood-red armour with a large, curving sword. Will you examine the box? Turn to **26**. Or the red Knight? Turn to **232.**

15

As you place the final plate into its correct position, the safe door swings open and you see within it the five precious objects that were on the round table. Will you now take only the Crystal which you were told to steal? Turn to **23**. Or, will you take one or more of the other objects as well? Turn to **127.**

16

You enter a North-heading corridor, and after quite some time come across another corridor to the East. Curious, you walk down the short corridor East, until you reach a locked metal door. It resists all your efforts to open it, and so, shrugging your shoulders, you return West to the junction and head North again - turn to **235.**

17

You continue along the passage East. If you are wearing a ring with three white stones, turn to **153**. If not, turn to **213.**

18

“Congratulations!” the figure cries. “You will indeed make a worthy Guild Member – providing, of course, you survive what is yet to come!” Then to your amazement, he laughs loudly – and vanishes! Turn to **41**.

19

Cautiously, you reach out and press the door – and instantly, a blast of electricity surges through you, knocking you to the ground, semi-conscious. Lose seven Strength points. If you are still alive, will you now try:

The North door?	Turn to **217**
The West door?	Turn to **203**

20

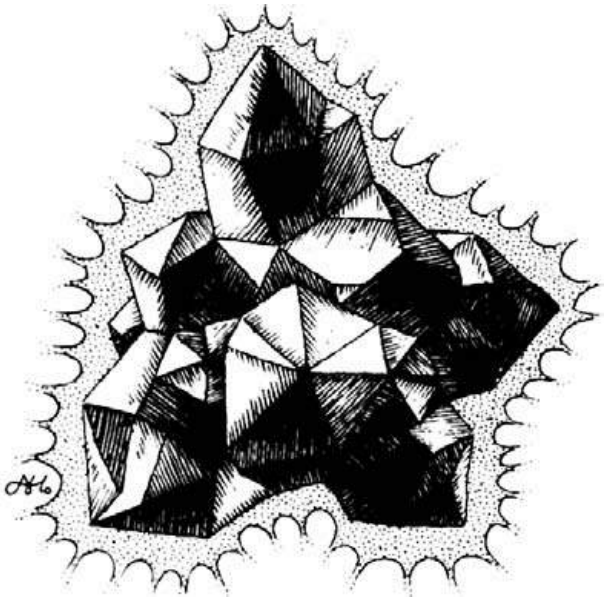
The Black Queen lowers her sword, bows her head and steps back off your square. The Black Chess Master walks over from his platform, to lead you in silence to a small circular compartment off the main room. The floor of the compartment is painted jet black, and as the Chess Master guides you onto it, your ears are assaulted by an agonising whine and your vision dissolves into a multitude of flashing colours.

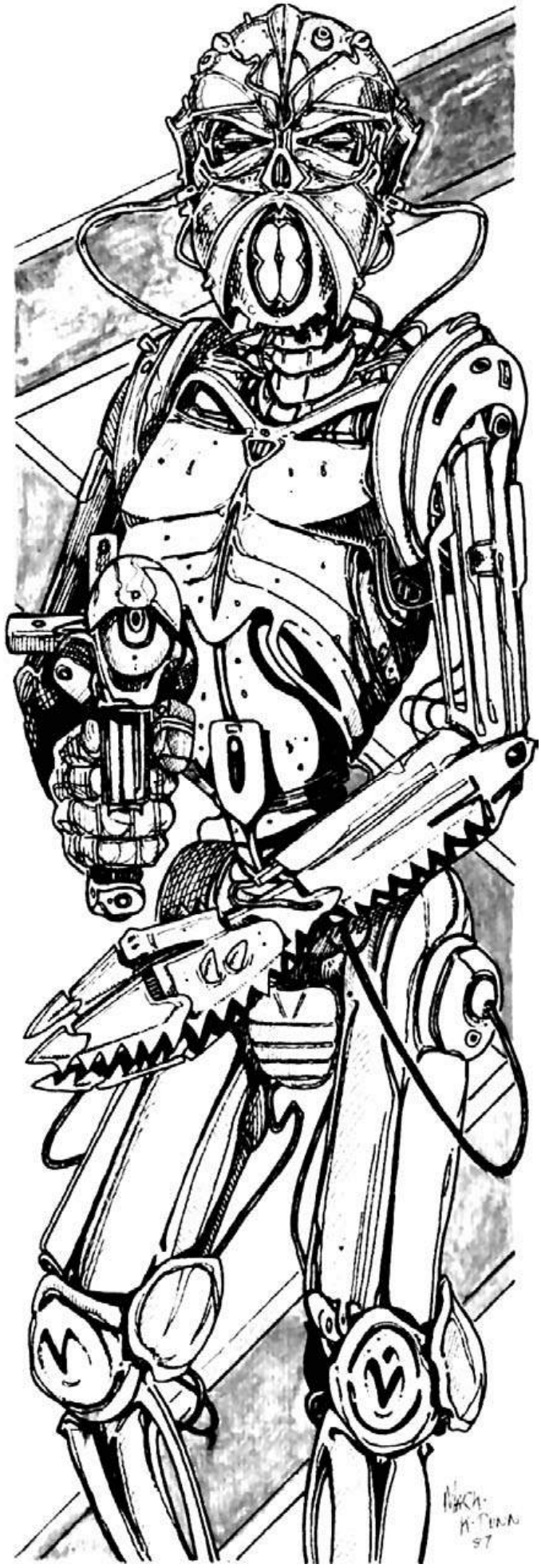
When at length the sound fades and you can see clearly again, you find yourself back in the first room you entered, where the dark-haired woman behind the desk congratulates you on your success.

If this was your first test	Turn to **51**
If it was your second	Turn to **161**
If it was your third	Turn to **250**

21

You head back West to the North-South corridor, and continue on your way North – turn to **31**.





22

After what seems like an eternity, the laser beams vanish as abruptly as they appeared, and instantly the wall slides back up, allowing you to head North back up the passage. You hurry back into the room where you found the key. Will you leave through the North door? If so, turn to **72**. Or the West doorway? Turn to **21**.

23

As you pick up the Crystal of Avoloch, the red-robed Android emits an inhuman cry and leaps from its alcove. You realise that the Android will not permit you to leave with the Crystal until one or other of you is defeated, and you raise your laser-sword to do battle. If you have a black and silver staff and wish to use it, make a note of the number of this location and turn to **134**.

	Dexterity	*Strength*
RED ANDROID:	8	16

If you win, turn to **38**.

24

You are in a North-South corridor. Will you go:

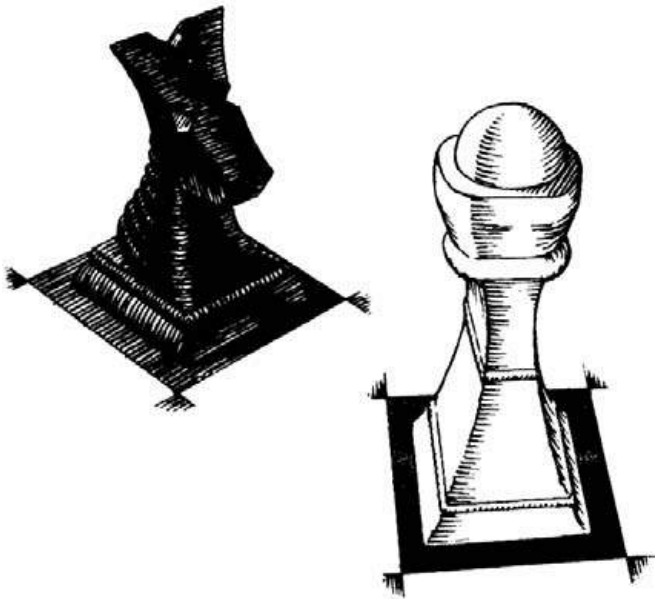
North?	Turn to **132**
South?	Turn to **6**

25

You have failed the test for you have not found all the pieces of the key to open the door. You wonder whether to return to the maze above to seek more parts of the key, but as you set foot upon the bottom rung of the step ladder, a circular piece of metal slides across the hole above, blocking off your escape. You have no choice but to remain in this claustrophobic little room, awaiting your fate – either rescue by one of the Guildsmen, or death. In either case you have failed. Your adventure ends here.

26

You crouch down and start to raise the lid of the box. Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **45**. If they add up to more than your Skill score, turn to **65**.



27

At last the red Knight lies broken before you, his body oozing greenish-coloured oil. But although your ego is now satisfied by your victory, your conscience is a little bruised.

Will you now examine the red and gold box? If so, turn to **26**. Or leave this room? Turn to **106**.

28

As you put the last correct number into place, the door slides smoothly open and you walk through into a narrow North-heading corridor. It soon turns West and then you come upon a new corridor off to the North. You notice that the West-heading corridor turns back South a little distance ahead, and since you do not wish to head back into areas you have already explored, you take the new passage – turn to 152.

29

You continue East for just a short distance, then the passage turns South. After some time, it turns West and you come across a new corridor off to the South. You decide against going that way as it would lead you back into areas you have already explored, so you continue West – turn to **178**.

30

A sudden wave of weakness passes through you – take one point off your Strength. The ring has an evil enchantment upon it that drains your Strength, but when you try to draw it off, it shrinks tightly around your finger and you cannot remove it!

	Dexterity	*Strength*
REPTILE-MAN:	9	14

As soon as you successfully hit the creature, turn to **190**. If the Reptile-Man kills you without you wounding it once, turn to **140**.

31

You head North for quite some time, and then see that the passage turns to the East ahead of you. Throw two dice. If the numbers on both dice add up to the same as or less than your Skill score, turn to **40**. If they add up to more than your Skill score, turn to **182**.

32

You go East for a short distance and see that the passage ends at a metal door, which slides smoothly open as you approach. You walk through into a small metal room, and the door slides shut behind you. In front of you, three ropes hang down from the dark ceiling: one is red, one blue, and the third green. There are no other exits from the room and, with growing apprehension, you turn back to the door you have just walked through, only to find that it refuses to open again. With a sigh, you turn back to the three ropes. It seems you have little alternative. Will you pull:

The red rope?	Turn to **121**
The blue rope?	Turn to **130**
The green rope?	Turn to **169**

33

You pass through the door, entering a large, square room that has no other exits. Sitting on the floor before you, behind a low table, is a figure in a red robe with a great hood pulled up over its head so that its face is lost in shadows. Upon the low table in front of the figure are three neat piles of little discs, like coins, placed directly on top of each other to form three slender columns. The figure looks up as you enter and bids you welcome in a deep, musical voice.

"So you have come to attempt my challenge," the voice continues, and you nod warily. "Be seated, then, and I will explain," and he gestures to the floor on the opposite side of the table. As you sit down, the door closes silently behind you, and your hand strays to your laser-sword.

"Listen first," the figure commands, "and fight later, only if you have to. Observe these discs before you: some bear the image of a human heart, others the painting of a human eye, and the rest are blank, indicating that thing which you cannot see but value most – your very soul. Each different sort of disc has a value to me, and I wish for these three piles of discs to add up to the same total value. As they are at the moment, each pile adds up to a different number, and I want you to tell me what discs I must move from one pile to another to make all three total the same."

Will you agree to do this test? If so, turn to **57**. If you would rather fight the red-robed figure, turn to **43**.

34

You are in an East-West corridor. Will you go:

East?	Turn to **6**
West?	Turn to **53**

35

You are in a tiny room at the bottom of a metal step ladder. In front of you is a door with a star-shaped indentation at its centre. At the foot of the door is a small ruby coloured gem in the shape of a hexagon, which you pick up. Do you have a star-shaped piece of metal and have you now the five hexagonal rubies that fit into its five points? If so, turn to **75**. If not, turn to **25**.

36

As you study the letters, you notice that they have been rearranged. The "Y" appears untouched, but there is evidence that the "R", "U" and "B" have been peeled off the door and stuck on again, for they are slightly crooked and creased. You have no idea, however, as to why this should have been done, so will you enter the room? Turn to **112**. Or continue North? Turn to **73**.

37

You go through the door into a dimly lit room. There is another door more or less opposite you in the North wall and as you walk cautiously towards it, two red lights suddenly appear in the shadows to your right. Then you hear the low hum of mechanical power and the lights begin to move slowly towards you. Out of the shadows comes a huge robot, its body formed of glinting black metal. It towers over you like one of the legendary Giants that roam your world. It has four huge, metal limbs, one bearing a rotating blade, one a set of crushing pincers, the third ending in a mace of black spikes, and the fourth, a high power laser.

Then to your horror, you glimpse a contorted human face behind its semi-transparent mask. This, then, is one of the legendary Death Droids, the creation of which was forbidden by law decades ago: the merging of man and machine into a mutated instrument of death – all the evil of a man's brain, given the power of an indestructible killing machine. How can you hope to overcome such a monster? Yet it seems you must do so to continue. You notice that the door you entered by has closed behind you and something tells you that by now it will also be firmly locked. You try to edge round to the North door, but the Death Droid moves swiftly to block you.

Do you have a black and silver staff and do you want to try using it? If so, turn to **157**. If not, turn to **107**. If you have a toy robot, turn to **3**.

38

The android collapses, broken and useless, and a small doorway opens in the North wall by the safe. The dark haired woman whom you first met upon entering the testing complex, calls across to you: "This way, please."

You step through into a tiny, dark room, the floor of which is almost entirely taken up by a large, black disc. The woman guides you onto the disc and at once your ears are filled with a painful whine and your vision fades into a multitude of brilliant, flashing colours. When at last the noise dies away and your sight clears, you find yourself back in the familiar room with the three doors, where you started the tests. The woman guides you off the black disc at the foot of the West wall and congratulates you on the successful completion of your test.

If this was your first test	Turn to **77**
If it was your second	Turn to **195**
If it was your third	Turn to **250**

39

After you have defeated the two warriors, the dwarf gets to his feet. "Congratulations," he murmurs. "Allow me to introduce myself. I am Ah-Pukh, whom the legends of your planet call the Lord of the Underworld."

Deep down you realise that this figure cannot truly be what he claims, and that it is all part of the test, but his grotesque appearance still fills you with fear and you find you cannot deny his reality here.

"If you wish to leave this room alive, I require something in exchange for your life," Ah-Pukh continues. "What can you offer me?"

Have you discovered something marked "Payment for Ah-Pukh, Lord of the Underworld"? If so, turn to **48**. If not, turn to **98**.

40

Your senses are constantly alert for danger, and suddenly you detect a small movement in the shadows at the corner ahead of you. Will you fire your laser-sword straight into the corner? If so, turn to **4**. Or, investigate first to be sure you are not about to attack something that is not your enemy? Turn to **182** if so.

41

When you have recovered from the shock of the man's sudden disappearance, you notice that upon the floor where he stood is a small hexagonal ruby. Quickly, you pick it up and place it carefully into your backpack.

Then you notice that two other doors have appeared in the North and West walls of the room. You are sure that they were not there when you first entered, and for a brief moment panic surges through you as you doubt your sanity and your senses. Then, taking a firm hold on yourself, you regain control and walk over to examine the two mysterious doors. Will you go through:

The North door?	Turn to **222**
The West door?	Turn to **211**

42

If you have used both the coins on top of the machine, you now turn to leave the room – turn to **220**. If you have used only one coin, turn to **62**.

43

Instantly, the figure leaps up in a swirl of red robes and produces a deadly-looking black laser.

"So, what will you forfeit to me?" he hisses. "Your heart, your sight or your soul?" For an answer, you fire your laser straight at him, but he anticipates this and with a flick of his left hand, causes the beam to vanish before it reaches him. You swallow nervously. Obviously this is a man of great power - perhaps one of the Guild Masters.

"Your heart, your sight or your soul?" he demands again, raising the black laser to point directly at you. It seems you have little choice. If you do not answer him, or try to attack him again, he will undoubtedly incinerate you – yet perhaps it is better to die fighting then to submit meekly to his demands. Will you:

Tell him you will surrender your sight?	Turn to **162**
Agree to surrender your heart?	Turn to **172**
Surrender your soul?	Turn to **103**
Or will you rush at him with your sword?	Turn to **92**

44

You are at the corner of a corridor. Will you go:

West?	Turn to **74**
South?	Turn to **154**

45

You hear a faint, mechanical click as you begin to lift the lid and, warned by some inner sense, you roll suddenly to one side. Instantly, the lid of the box springs open and a grotesque, gaudy jack-in-the-box springs up. Its features are painted in a chilling parody of your own face, and as it rises, it spits out a black, needle-like dart, the tip of which is coated with glistening deadly poison! Hardly daring to believe your lucky escape, you get slowly to your feet. If you had not acted quickly you would surely be dead by now.

You have no wish to linger any longer in this deceivingly cheerful-looking room, and you hurry to the door – turn to **106**.

46

You tell the Giant that you will attempt to answer his riddle. He gives a delighted grin, clears his throat and recites:

"You see these baubles beloved by men," and he holds out two glittering white diamonds and a pair of rubies mounted in gold earrings. "They cost the lives of ten men," and he fingers the blade of his mighty axe, slowly shaking his head. "And these," he continues, pulling a necklace of six shimmering diamonds and two fiery rubies from a pouch at his waist. "For these, eighteen warriors fought and died." Next he holds up another necklace of four blood-red rubies and a pair of sapphire earrings of the deepest, purest blue you have ever seen. "And how many men died for these?" he murmurs. "Twenty of the finest warriors this world has yet known."

With another shake of his head, he finally holds forth a necklace, the like of which you are never likely to see again. It consists of forty brilliant diamonds and twenty matching sapphires. "Tell me, little one," the Giant concludes. "How many men died for this bauble?"

If you know the answer, turn to that number. If you cannot solve the riddle, turn to **8**.

47

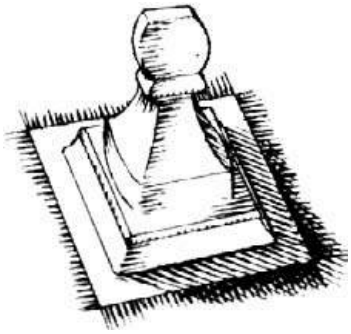
You eventually arrive at a large door, which has a metal handle and unlike nearly all the other doors in the complex, a keyhole beneath. When you try to open it, you discover that it is locked. Taking the piece of wire which you carry, from your backpack, you insert it in the lock to attempt to pick it. Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **148**. If they add up to more than your Skill score, turn to **136**.

48

A little reluctantly, you present Ah-Pukh with the huge diamond that you found wrapped in the scroll, and the dark eyes gleam with pleasure. He gives a small wave of his hand and two doors appear in the East and West walls of the room.

"Get out quick, or I shall change my mind," he hisses, and you waste no further time, recalling the fearful powers that legend attributes to this figure. Will you leave through:

The East door?	Turn to **59**
The West door?	Turn to **79**



49

You have not gone far North when suddenly the voice of the woman who gave you your instructions about the three tests sounds clearly in the air around you.

"In case you are wondering which of the three tests you are to undertake, I can now tell you that you must seek the blood-red Crystal of the Temple of Avoloch. You must steal it from those who falsely claim it as theirs, so that it may be returned to where it rightly belongs."

At least you now know clearly what you must do, and with a new sense of purpose, you continue North, passing, after a short while, under an open archway, and into a circular room – turn to **67**.

50

As you watch from the shadows, you see that possession of a square in the Game is determined by a fight between the two contesting pieces. Then with a sudden shock, you realise that the Black Queen is none other than your opponent, Feyh! You are just wondering whether to stride out and confront her, when there is a great deal of commotion on the left side of the board. In a fight between the Black Knight and a White Pawn, the Knight was killed, but the Pawn severely injured.

"Call the substitute!" commands the White Chess Master, and suddenly two huge warriors appear from nowhere to seize you and drag you onto the board in place of the White Pawn! You decide not to resist them: this could be an ideal opportunity to confront the Black Queen! Turn to **110**.

51

"Which door will you choose now?" the woman enquires. You study the two remaining doors, wondering what lies beyond them. Will you choose:

The right-hand door?	Turn to **11**
The centre door?	Turn to **238**

52

You go through the North door into a low corridor that leads Northwards for some distance, and then turns East. Quite soon, you come across a door set into the North wall, and as you wonder whether to open the door or continue East, you notice that the passage turns back South a little distance beyond the door. As you are considering which way to go next, the door in the North wall slides open – turn to **33**.

53

You arrive at the bottom of a metal step ladder. You can go:

Up	Turn to **246**
East	Turn to **34**

54

You are in a tiny room at the bottom of a metal step ladder. An identical step ladder goes down through a circular hole in the floor. Will you go:

Up?	Turn to **105**
Down?	Turn to **35**

55

With an angry roar, you strike the Knight with your sword (take two off his Strength). He utters a cry of surprise and raises his own blade again, his eye glinting behind his red helmet in surprisingly life-like rage.

	Dexterity	*Strength*
RED KNIGHT:	10	16 (minus the damage you have already done)

If you win, turn to **27**.

56

The object or creature you are pointing at turns invisible – though not invulnerable – until defeated. Its Dexterity is increased to twelve and your Dexterity is halved for the battle.

Turn back to the location you made a note of before you used the staff.

57

"I am permitted to tell you this," the figure continues after you have agreed to the challenge.

"The discs bearing the heart are worth 1 unit.

"The discs painted with an eye are worth 1 ½ heart-discs.

"The blank discs of the soul are worth 3 heart-discs."

The figure then settles back to watch in silence as you lean forward to examine the three piles.

First pile	*Second pile*	*Third pile*
4 heart discs	6 heart discs	2 heart discs
4 eye discs	5 eye discs	3 eye discs
3 soul discs	2 soul discs	3 soul discs

If you can solve the puzzle and make all three piles add up to the same number, turn to that number. If you cannot solve the puzzle, turn to **43**.

58

You enter a small West-heading corridor that soon ends at another door. It slides open as you approach and closes behind you as you walk through into the room beyond. The first thing you see is that set into the West wall is a strange device: it is a large, metal rectangle, covered in different coloured lights. At its centre is a glass panel and a cold shudder passes through you as you see that behind the panel is a single, huge human Eye staring out at you! In the North wall is another door, and as you begin to walk towards it, the Eye watches you intently.

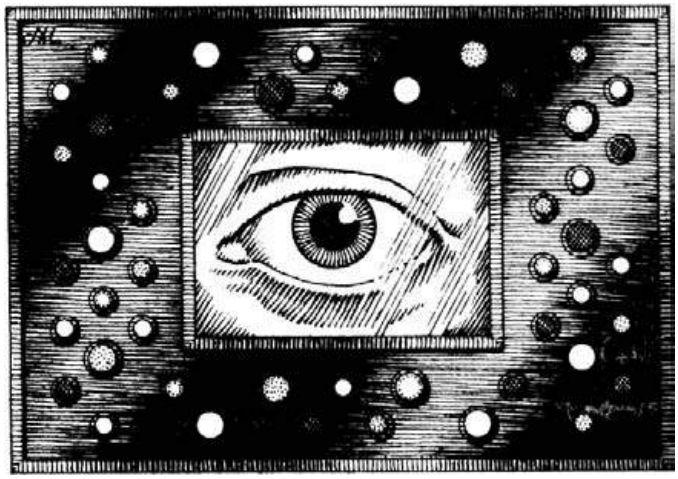
Suddenly, there is a flash of brilliant white light, and when it fades, you discover that in front of the North door there is now standing a tall humanoid with a reptilian head and silver eyes. Its body is covered in glittering black and gold scales and its limbs end in blood-stained talons. The creature takes advantage of your momentary hesitation and charges straight at you!

If you have a silver ring with three white stones, turn to **30**.

If you have a Dragon amulet, turn to **90**. Otherwise, you fight now.

	Dexterity	*Strength*
REPTILE-MAN:	9	14

As soon as you successfully hit the creature, turn to

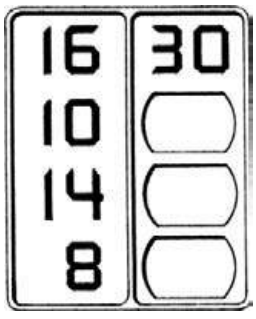


190. If the Reptile-Man manages to kill you without you succeeding in wounding it once, turn to **140**.

59

You go through the East door into a small corridor that soon turns North and ends at a metal door. The door slides open as you approach and closes behind you as you pass through into a tiny, dark room. You turn briefly to examine the door and discover that it will not open from this side. There is another door in the North wall, however, and you move over to investigate this.

It has a panel of numbers upon it in two columns. The left-hand column contains the numbers 16, 10, 14 and 8. The top of the right-hand column bears the number 30, but beneath it are three empty indentations where three more numbers are no doubt intended to fit. Then on the floor at the foot of the door, you see four small discs, each bearing a different number. No doubt three of these fit into the three indentations in the door, and thereby complete the mechanism which opens it. The numbers on the four discs are 28, 26, 18 and 14. When you have solved the puzzle, turn to the number which is left over.



60

As you watch from the shadows, you see that possession of a square in the Game is determined by a fight between the two contesting pieces. Then with a sudden shock, you realise that the Black Queen is none other than your opponent, Feyh! Your first impulse is to rush out and challenge her, but after a moment's thought, you decide that might be somewhat foolhardy, as it is possible that the other players might turn against you – and there is also the Black Chess Master, who, assuming it is the same one you met earlier, apparently possesses powers far

beyond your understanding. You do not relish the thought of a second encounter with him!

The only alternative is for you to infiltrate the Game, and while everyone's attention is diverted by a fight between the White Queen and Black Bishop, you slip unnoticed onto a nearby square. The other players do not appear to detect that you are anything other than a simple White Pawn and act as though you have been with them since the start of the Game. Even the White Chess Master does not question your presence, and orders you to move like any other piece. You have obviously been accepted in place of the blond youth whom the Black Chess Master murdered. Turn to **110**.

61

You turn South, but find that the passage ends in a blank, featureless wall. You cannot find any trace of a door and so have no alternative but to head back to the crossroads. Once there, will you go:

North?	Turn to **191**
East?	Turn to **32**

62

You slip the second coin into the machine and press the red button again. Throw one dice.

If you get 1	Turn to **12**
If you get 2	Turn to **171**
If you get 3	Turn to **200**
If you get 4, 5 or 6	Turn to **102**

If you get 4, 5 or 6, and you threw 4, 5 or 6 last time as well, throw the dice again.

63

You are in an East-West corridor. Will you go:

East?	Turn to **132**
West?	Turn to **93**

64

You arrive at a dead end and have no alternative but to go back North – turn to **105**.

65

As you begin to lift the lid of the box, it suddenly flies open of its own accord and a grotesque, gaudy jack-in-the-box springs up. Its features are painted in a chilling parody of your face, and as it rises, it spits out a black, needle-like dart, the tip of which is coated with glistening poison.

Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity score, turn to **85**. If they add up to more than your Dexterity, turn to **242**.

66

The object or creature you are aiming at shrinks to half-size. Its Dexterity and Strength are halved and it does only 1 point of damage in battle.

Turn back to the location you made a note of before you used the staff.

67

Five more open archways, similar to the doorway you have just passed through, are set at evenly spaced intervals in the circular wall. In the centre of the room is a round table with six chairs drawn up around it. Upon the table are five objects which you can hardly identify in the dim light. There appears to be a jewelled dagger, a woven basket of finely spun gold, a small phial containing shimmering blue liquid, a golden box encrusted with precious gems, and a crystal which looks to have been carved from one giant ruby – could this be the Crystal of the Temple of Avoloch?

Hardly able to believe your luck at finding the object of your quest so soon, you step forwards into the room, but then a feeling of dizziness washes over you and to your horror, you find that you are unable to move. Your vision blurs as if the room is suddenly filled with a fine mist, and then you see that five of the chairs are now occupied by five hooded figures in different coloured robes. Only the chair in front of you remains empty. Then the figures rise from their chairs and to your dismay, they pick up the

objects in front of them and turn to vanish beneath the archways nearest to them.

When at length your senses clear, you desperately try to recall what you saw . . .

The red figure was seated next but one to the empty chair.

The basket was by the chair next to the empty chair. The green figure was seated on the opposite side of the table to the basket.

The phial was by the chair next but one to where the orange figure sat.

The orange figure was seated opposite the red figure.

The box was by the chair next to where the yellow figure sat.

The dagger was by the chair next but one to where the blue figure sat.

The chairs by the box and the dagger were next to each other.

The Crystal was by the chair next to where the yellow figure sat.

Which figure took the Crystal? If you think it was . . .

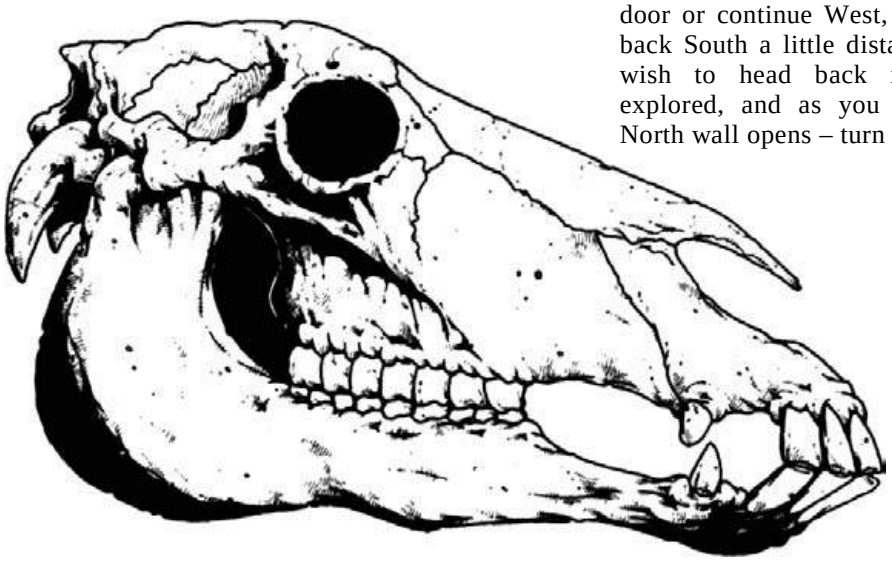
the red-robed figure	Turn to **188**
the orange-robed figure	Turn to **95**
the yellow-robed figure	Turn to **135**
the green-robed figure	Turn to **165**
the blue-robed figure	Turn to **206**

68

You wonder briefly why the youth could not read what was written on the stained-glass plate before it was smashed, but then realise that the wretch must have been illiterate.

The words, however, give no indication of which door to press. Will you try:

The West door?	Turn to **208**
The North door?	Turn to **217**
The South door?	Turn to **19**



69

You shout out the answer and the tall black figure declares that you are worthy to continue in the Game. "But only one Pawn is needed," he continues, and raising a sleek, black laser-sword, he fires once at the blond youth, who crumples without a sound at your side – dead.

Enraged at this cold-blooded murder, you leap towards him with your own sword, but to your astonishment, he vanishes into thin air! Turn to **99**.

70

Ah-Pukh's eyes gleam with pure malice as you give him the bottle. He downs its contents in one gulp and laughs out loud. "Fool!" he cries. "Do you realise what you've done? This precious liquid increases my Strength and makes me almost invulnerable!"

Ah-Pukh now does twice the amount of damage to you that he normally would have done (four Strength points damage instead of two), and you only do half the amount of damage to him (one Strength point instead of two). With a sinking heart, you raise your laser-sword to fight him. If you have a Dragon amulet, take one off your Dexterity score.

	Dexterity	*Strength*
AH-PUKH	12	16

If you manage to win, turn to **179**.

71

After you have disposed of the first Reptile-Man, the second one vanishes and you shudder to think of what might have happened if you had chosen to fight the illusion and let the real creature circle round to your unprotected back. Turn to **10**.

72

You leave the room through a door in the North wall, and enter a North-heading corridor. Quite soon, you come to a crossroads, and as you peer down the different corridors, you see that the one to the West soon turns back South. You therefore decide against going that way, so will you choose:

North?	Turn to **191**
East?	Turn to **32**

73

You continue North along the passage which soon turns to the West. Then you notice another door, set into the North wall. As you are wondering whether to open the door or continue West, you realise that the passage turns back South a little distance beyond the door. You do not wish to head back in directions you have already explored, and as you stand, thinking, the door in the North wall opens – turn to **33**.

74

You arrive at a junction. Will you go:

North?	Turn to **163**
East?	Turn to **44**
West?	Turn to **144**

75

You carefully fit the five rubies into the metal star and then press the completed key into the indentation on the door. Immediately, the door slides smoothly to one side and you walk through into another little room, the floor of which is almost entirely covered by a large, black disc. As you step onto the disc, your senses are assaulted by blinding flashing lights and an ear-piercing whine. When at last they fade, you find yourself back in the room which you first entered, where the woman with black hair and grey eyes greets you once more and congratulates you on the completion of your test.

If this has been your first test	Turn to **145**
If it was your second	Turn to **155**
If it was your third	Turn to **250**

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DUNN 87

76

The Black Queen does not appear to have recognised you, and as the game progresses and you are moved square by square towards each other, hope of victory fills your heart. At last, the moment of confrontation arrives, as the Black Queen advances onto your square, and you see the sudden shock of recognition in the woman's green eyes.

"Remember," the Black Chess Master suddenly announces, "you must not kill – only wound. The first to draw blood is the victor!"

If you have a Dragon amulet, take 1 off your Dexterity.

	Dexterity	*Strength*
BLACK QUEEN:	10	10

If you are the first to score a hit, turn to **20**. If she is first to wound you, turn to **181**.

77

"Which door will you choose now?" the woman enquires. You study the remaining two doors, wondering what lies beyond them. Will you choose:

The right-hand door?	Turn to **11**
The left-hand door?	Turn to **108**

78

As you put your hand into the hole, a metal blade drops down, completely severing your hand from your wrist! You scream in agony and slump to the floor, half conscious. Through the haze of pain, you dimly note that a Guildsman has appeared to see to your injury.

If you pressed the third stone up from the symbols, turn to **109**. If you have not pressed any stones, turn to **219**.

79

You go through into a West-heading corridor that soon turns North. As you round the corner, you see a young, blond-haired man standing outside a door at the end of the corridor, just ahead of you. He is dressed in a simple white tunic embroidered with a symbol on the front and back, emblematic of a chess piece, and at his side hangs a short sword.

He looks harmless enough, so you walk slowly towards him, and he whirls around upon hearing your footsteps. You see a flicker of indecision upon his face as he no doubt wonders whether you are friend or foe. Then apparently deciding that you mean him no harm, he calls out to you in a loud whisper: "Here, friend, perhaps together we may pass safely through the room that lies beyond this door."

Curious, you ask him what he means, and he tells you that once through this door you cannot leave until you have answered the riddle of the Chess Master.

"I am already late," he continues, "but I must prove myself to the Chess Master before I can take part in the Game."

You are about to question him further, when the door slides open and a deep voice booms out of the blackness beyond: "Enter, Pawns!" The youth gulps, and is visibly trembling, but he draws himself up and steps into the blackness. Deciding that you cannot desert him now, you take a deep breath and follow. Turn to **141**.

80

You wonder if this is the same Chess Master that you encountered earlier; if so, he undoubtedly possesses powers far beyond your understanding – turn to **50**.

81

You leave through a door in the South wall and enter a dark corridor. The lighting panels are much dimmer and the air is suddenly very cold. Then you notice that written upon the floor in large red letters, are the words "DO NOT PROCEED BEYOND THIS POINT". Will you continue South? If so, turn to **91**. Or, go back North into the room and leave through the door in the North wall there? Turn to **72**; or the door in the West wall of the room, turn to **21** if so.

82

As you walk over to examine the priceless gem, the door behind you slams shut with a deafening clang of metal. Your whirl around, but find that you cannot open it from this side. You begin to doubt the wisdom of your decision to examine the jewel, but since there is nothing you can do to change that decision now, you walk across the room to the East wall. The ruby is set about six feet up the wall, and you can easily reach up to prise it out with your laser-sword if you wish.

It seems you have little alternative, so you work at the jewel with your sword and quite soon it comes free in your hand . . . followed by a waterfall of dark earth that rushes out from the hole in the wall where the ruby sat. You fall back, spluttering, spitting out soil and wiping it from your face. When you have blinked clear your eyes, you can see that already you are ankle deep in black soil and there is no sign of the flow ceasing. Suddenly aware of your peril, you try to push the ruby back into the hole to block it, but the force of the earth is too great.

Then for some reason, the letters on the door come back into your mind: "R", "U", "B" and "Y" – which when slightly rearranged, can also form "BURY".

Your adventure ends here!

83

You arrive at a dead end and have no alternative but to go back East - turn to **222**.

84

You arrive at a dead end and have no choice but to go back West – turn to **101**.

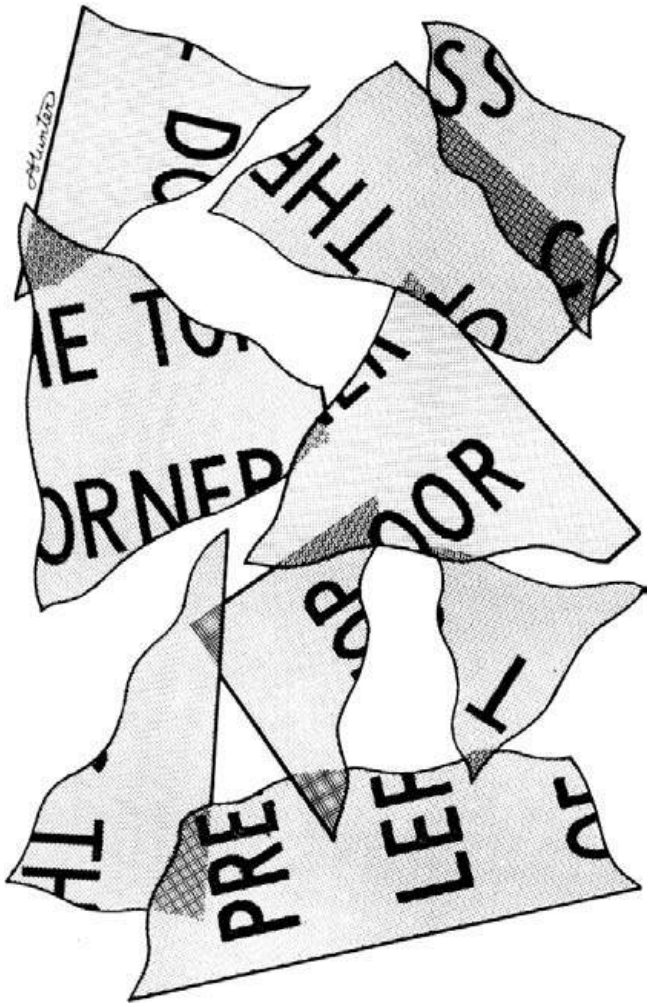
85

Quick as lightning, you roll to one side, and the dart just grazes your right hand as it whizzes past. The poison begins to work instantly and you must take two off your Strength and one off your Dexterity scores. Since it merely grazed you, however, it has no worse effect, and you realise you have had a lucky escape.

You have no wish to linger any longer in this deceivingly cheerful-looking room and you hurry to the door – turn to **106**.

86

You recall the legends about the Lord of the Underworld that tell of his great love of music – but will such a wild scheme work here in this situation? There is only one way to find out, and with trembling fingers, you bring forth the lute and start to play. Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **150**. If they add up to more than your Skill score, turn to **139**.



87

You discover that the doors of the room are all locked and you wonder how long the youth had been trapped in the room to drive him to such a desperate state of mind. You walk over to examine the smashed plate and see that each fragment contains parts of words and letters. Perhaps if you can piece them together you could restore the plate and discover a way out of the room.

If you can discover what the stained-glass plate said, turn to **68**. If you cannot, turn to **196**.

88

Quite soon the corridor comes to a dead end. There are no traces of any hidden doors, so you turn back West and soon arrive once more at the T-junction. You have no alternative but to continue West – turn to **9**.

89

Quickly you uncork the crystal bottle and gulp down the potion. At once a feeling of power surges through you and your confidence returns. This magic potion doubles the damage you inflict upon your opponent (four points of damage instead of two) and halves the amount of damage that your opponent does to you (one point instead of two). Its effects will last only for this battle.

Ah-Pukh glowers at you, and raising his hand, shoots forth a stream of black fire. Lose one Strength point. If you have a Dragon amulet, take one off your Dexterity score.

	Dexterity	*Strength*
AH-PUKH:	12	16

If you win, turn to **179**.

90

The amulet is cursed, causing its bearer constant bad luck – but it also has an enchantment of greed upon it so that the owner cannot bear to part with it. The amulet causes you to be unlucky in battle - take one off your Dexterity score.

	Dexterity	*Strength*
REPTILE-MAN:	9	14

As soon as you successfully hit the creature, turn to **190**. If the Reptile kills you without you wounding it once, turn to **140**.

91

You decide the warning is false and just a way of testing your courage and determination, but you have not gone much further South before you come to a dead end. As you investigate the blank wall, there is a deafening clang behind you, and you whirl around to see that a wall of metal has completely blocked the passage – you are trapped! The new wall is covered in rows of tiny glass lenses, and as you move closer to investigate, a network of deadly laser rays shoots out from the lenses in a criss-crossing web of death!

Throw two dice. If the numbers on both dice add up to the same as, or less than your Dexterity score, turn to **189**. If they add up to more than your Dexterity, turn to **111**.

92

You take a deep breath and then leap over the table, expecting death at any moment, but to your amazement it never comes. You land unscathed before the red-robed figure, and, hardly able to believe your good fortune, raise your sword to strike – but his hand shoots out and grasps your wrist, twisting it with such strength that you cry out and drop your sword. Then the figure speaks once more:

"A foolish but most courageous move, young one. Courage such as yours may bring you into our Guild yet, even though your power with figures may not!" Then to your amazement, he laughs loudly – and vanishes! Dazed, you pick up your sword - turn to **41**.

93

You arrive at the base of a metal step ladder. Will you go:

Up? Turn to **237**

East? Turn to **63**

94

You push open the tiny door and, with some difficulty, wriggle through into the room beyond. As soon as you have passed through it, the door closes silently behind you, blending so perfectly with the walls of the room you can hardly tell it is there.

As you stand up to examine the room, you find to your astonishment that it is filled with what appears to be childrens' toys – turn to **245**.

95

Hoping that you are right, you walk cautiously through the archway that the orange figure disappeared through. Turn to **216**.

96

You enter a small room which also has doors in the North and West walls. Sitting cross-legged in the North-East corner is a young, dark haired man, dressed in a black, one-piece suit. There is a wide leather belt round his waist, from which hangs a sword. He has been studying some sort of stained-glass plate, but when you enter, he leaps to his feet and draws his sword.

"What do you want?" he demands and you sense that he is more frightened than angry. You try to reassure him that you mean him no harm, but he refuses to listen.

"I know what you want *and* who sent you here!" he cries. "You want this!" and he holds out the plate of glass, clutched tightly in his left hand. You have no idea what he is talking about and try to tell him so, but he is so angry now, you have no chance of making him listen to sense.

"This is the only way out of this accursed room," he continues, "and I would rather die than let you have it!" He raises his hand and dashes the plate upon the floor, where it shatters into pieces. Then he rushes at you with his sword! If you have a silver ring with three white stones, turn to **149**. If you have a Dragon amulet, turn to **241**. Otherwise, you fight now.

	Dexterity	*Strength*
MAD MAN:	9	8

If you win, turn to **87**.

97

The passage soon turns to the East and then you come across another corridor branching off South. You do not wish to return to areas which you have explored already, so you continue East – turn to **88**.

98

You desperately try to think of some way to appease the Lord of the Underworld. Do you have a lute? If so, turn to **86**; or a green potion in a crystal bottle? Turn to **129**. If you have neither of these things, turn to **198**.

99

Your heart is heavy with grief for the young man who died so cruelly at your side, but as you are about to leave, a sudden thought strikes you: it would appear that beyond this room you will discover the Game he referred to. Would it be advantageous for you to disguise yourself as one of the pieces by wearing the youth's tunic? Perhaps it might also confuse your opponent, who will not be expecting you in the guise of a Chess Pawn.

If you decide to wear the Pawn's tunic, turn to **228**. If you prefer to keep your own clothes, you leave through a small, black door in the North wall – turn to **236**.

100

You make a sudden lunge for the right-hand creature and with an angry hiss, it leaps towards you. The other Reptile-Man circles round to your back, and, with a fervent prayer, you hope that you have chosen correctly. You have taken only one swing at the creature before you, however, when the second Reptile-Man leaps upon your unprotected back!

Abruptly, the Reptile you are facing vanishes, and, realising your mistake, you manage to shake the other from your back – but not before it does four Strength points of damage. Then you whirl around to engage it in battle. If you have a Dragon amulet, take one more point off your current Dexterity score.

	Dexterity	*Strength*
REPTILE-MAN:	9	14

If you win, turn to **10**.

101

You are at the corner of a corridor. Will you go:

North?	Turn to **173**
East?	Turn to **84**

102

As you press the red button, the machine clicks and whirrs and shakes, and then out from the larger slot slides a beautiful red jewel, cut into the shape of a hexagon. It is of great value, and you place it carefully into your backpack. Turn to **42**.

103

The figure bows its head and murmurs, "So be it." He makes a sudden sweeping motion with his hand and you feel all emotion and will to live draining from you. Soon you will become a mindless zombie, unable to act or think for yourself . . . and death will soon follow. Your adventure ends here.

104

You are at the corner of a corridor. Will you go:

East?	Turn to **113**
South?	Turn to **223**

105

You are at the corner of a corridor where a metal step ladder goes down through a circular hole in the floor. Will you go:

East?	Turn to **184**
South?	Turn to **64**
Down?	Turn to **54**

106

You go through into a North-South corridor. If you have been in this corridor before, turn to **156**. If you have not, turn to **224**.

107

You have no choice but to fight the Death Droid with your laser-sword.

	Dexterity	*Strength*
DEATH DROID:	11	18

If you win, turn to **175**.

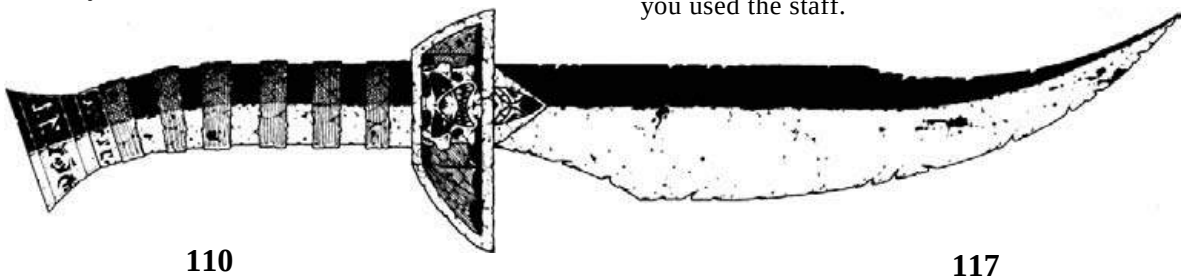
108

As you approach the left hand door, it slides silently open and after you have passed through, it immediately closes behind you. You turn and examine it briefly, but there is no apparent way of opening it from this side. You are in a North-heading corridor of grey metal, dimly lit by yellow lighting panels set into the ceiling. You venture cautiously forward, wondering what awaits you, your laser-sword gripped tightly in your hand.

Soon the corridor turns to the West, and at length comes to an end at a large door. You open it and go through into the room beyond. Turn to **234**.

109

The Guildsman gives you something for the pain and then leads you away. Your adventure ends here.



110

The other players are doing battle armed only with daggers or short swords, and so you press the switch that releases your own blade, and await further instructions.

You are soon moved onto the square of a Black Pawn, with whom you must fight to the death. If you have a silver ring with three white stones, take another point off your Strength score. If you have a Dragon amulet, take one off your current Dexterity score.

	Dexterity	*Strength*
BLACK PAWN:	7	8

If you win, turn to **76**.

111

Twelve laser beams shoot out from the lenses, each beam doing two Strength points of damage if it hits you. Throw one dice twelve times. If you get a 4, 5 or 6 when you throw the dice, you have been hit by the laser and must take two off your Strength each time that happens. If you get 1, 2, or 3, you have managed to dodge the deadly beams. If you survive, turn to **22**.

112

You open the door and go through into a long, but very narrow room. The first thing you see is that set high up in the East wall is a huge ruby, about as big as both your fists. It glints temptingly in the yellow light - enough wealth to last you comfortably for the rest of your life. Will you walk over to investigate the ruby? If so, turn to **82**. Or leave the room and continue North? Turn to **73**.

113

You find yourself at the end of a corridor at the top of a metal step ladder which goes down through a circular hole in the floor. Will you go:

Down?	Turn to **123**
West?	Turn to **104**

114

Roll one dice. That is the number of darts which hit you, and for each dart you must lose one Strength point. If you are still alive, you reach the North door, gasping for breath and fling yourself against it. Roll one dice. If you get an even number, turn to **7**. If you throw an odd number, turn to **37**.

115

The door has swung around on its central pivot to reveal two doorways behind it. The one on the right led to the toy room; but you now see that there is another dark room beyond the left-hand side of the revolving door. Overcome with curiosity, you step through into the left-hand room. Turn to **37**.

116

A bolt of lightning shoots forth from the end of the staff, incinerating any non-living object and doing eight points of damage to any other creature which you are aiming at.

Turn back to the location you made a note of before you used the staff.

117

You walk back down the corridor into the room where you fought the Witch, then along the corridor South and East till you arrive back at the crossroads. Will you now go:

North?	Turn to **203**
East?	Turn to **243**

118

You go through into a North-heading corridor which quite soon turns East. Then you come across a new corridor off to the North, and as it appears that the East passage soon turns back South ahead of you, you decide to take the new way North. Turn to **49**.

119

As you slip your hand into the hole, your fingers close around what feels like a small, paper tube. You withdraw it to find that it is a paper scroll, and unrolling it, find that it has a huge diamond hidden inside it. Written upon the scroll are the words: “Payment for Ah-Pukh, Lord of the Underworld”. You place the items carefully into your backpack and then return to the crossroads. Turn to **128**.

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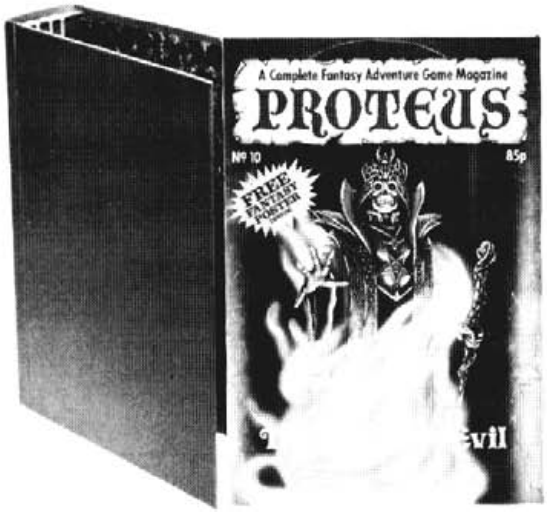

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120

You make a sudden lunge for the left-hand creature and with an angry hiss, it leaps towards you. The other Reptile-Man circles round to your back, and with a fervent prayer, you hope that you have chosen correctly. If you have a Dragon amulet take one more off your Dexterity score.

	Dexterity	*Strength*
REPTILE-MAN:	9	14

If you win, turn to **71**.

121

You give the red rope a firm tug and immediately, the ceiling of the room begins to descend rapidly upon you. You must act quickly! Will you pull:

The blue rope? Turn to **130**
The green rope? Turn to **169**

122

Instantly you recall the words upon the yellow scroll – "RUBY is not as it should be". Puzzled, you carefully examine the letters on the door and notice that they have been rearranged. The "Y" appears untouched, but there is evidence that the "R", "U", and "B" have been peeled off the door and stuck on again, for they are slightly crooked and creased. You still have no clue, however, as to why this should have been done, so will you enter the room? If so, turn to **112**; or continue North? Turn to **73**.

123

You are at the base of a metal step ladder. Will you go:

Up? Turn to **113**
South? Turn to **132**

124

You find yourself at a dead end and have no choice but to go back West - turn to **163**.

125

You head North up a short corridor that soon opens out into a large, dark room. As you enter, a metal door slides closed behind you, blocking your exit, but you hardly notice this, for your eyes are drawn to a horrific figure at the North end of the room. His stature is that of a child, but from his dark skin, wrinkled with age, you realise that he is a dwarf. Each bone of his body has been painted in white upon his skin, making him seem like a living skeleton, but it is his head that strikes cold fear into your heart, for somehow it has been fitted inside a complete human skull. His eyes gleam through the skull's hollow sockets, filled with pain, madness and intense hatred.

On either side of him stands a tall, dark warrior, dressed in furs and leather. Each carries a large, curving blade, and at a low word from the seated dwarf, the first moves purposefully towards you, while the second looks on, grinning scornfully. If you have a silver ring with three white stones, take one more point off your Strength score. If you have a Dragon amulet, take one point off your Dexterity score. Now you fight them, one at a time.

	Dexterity	*Strength*
FIRST WARRIOR:	8	10
SECOND WARRIOR:	8	12

If you win. turn to **39**.

126

You enter a long corridor that leads North for quite some distance. It finally comes to an end at a beautiful archway of white marble – highly unusual in these corridors of monotonous grey metal. It is not, however, the archway itself that draws your attention, but what lies beyond it, for all that you can see through it is a swirling white mist, like dense fog. Then it seems to you that the mist clears slightly and you look through into a room containing great treasure of gold, silver and jewels! Your inner sense warns you not to step through the archway but to return South, but you are filled with curiosity and tempted by the sight of so much wealth. What will you do? Will you go back South? Turn to **117**. Or walk through the doorway into the mist? Turn to **147**.

127

Each of the five objects is linked to one of the five robed androids, and for each object you take, you will have to do battle with its guardian.

The dagger is guarded by the Orange Android.
The basket is guarded by the Blue Android.
The phial is guarded by the Yellow Android.
The box is guarded by the Green Android.
The Crystal is guarded by the Red Android.

Each android has a Dexterity of 8 and a Strength of 16. You must fight them one at a time, one opponent for each object you attempt to steal. If you have a black and silver staff, you may use it once for each battle. If you decide to use it, make a note of the number of this location and turn to **134**. If you win, turn to **38**.

128

You arrive back at the crossroads. Will you now go North? Turn to **125** if so. Or, if you were going East before you turned South and wish to continue that way turn to **226**. If you wish to go or continue West, turn to **247**.

129

You suddenly recall the green potion. Will you give it to Ah-Pukh? If so, turn to **70**. Or drink it yourself? Turn to **89**.

130

You give the blue rope a firm tug and instantly a section of the North wall slides smoothly to one side, revealing a small doorway. Hardly able to believe your luck, you walk quickly through into the small passage beyond. Turn to **151**.

131

Will you:

Go through the door? Turn to **112**
Continue North? Turn to **73**

132

You are at a crossroads. Will you go:

North? Turn to **123**
East? Turn to **192**
South? Turn to **24**
West? Turn to **63**

133

Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **36**. If they add up to more than your Skill score, turn to **131**.

134

You point the staff and demand that it works its magic. Throw one dice.

If you throw 1	Turn to **116**
If you throw 2	Turn to **66**
If you throw 3	Turn to **56**
If you throw 4	Turn to **194**
If you throw 5	Turn to **240**
If you throw 6	Turn to **233**

135

Hoping that you are right, you walk cautiously through the archway that the yellow figure disappeared through. Turn to **216**.

136

Try as you might, you cannot open the lock and eventually have to resign yourself to your failure. You have no alternative but to return South to the room with the four pedestals and leave through the West door there – turn to **58**.

137

You head Eastwards down the narrow, low corridor, which quite soon turns North. You follow it North for quite some time and then it turns West. As you round the corner, you hear the faint shuffle of footsteps behind you and whirl around with your laser-sword ready . . . but there is no one there.

You stand still for a moment, realising that these dark corridors are an ideal place for your opponent to creep up on you. Perhaps even now she is stalking you, silent and deadly as a cat seeking its prey. You force yourself to silence the clamour of possibilities that whirl around your mind, and then continue on your way. Turn to **207**.

138

You feel that the symbols must be there for some purpose, and, after some thought, a possible meaning for the symbols occurs to you. You examine the third stone up from the hole, and also the third stone up from the stone upon which the symbols are written. You find that both the stones are slightly indented and have a crack around them. Will you press the third stone up from the hole? Turn to **197**. Or the third stone up from the symbols? Turn to **176**.

139

Unfortunately, you are not much skilled in music and the sound that emerges from the lute is harsh and discordant. Ah-Pukh glowers at you from behind the grinning skull.

"What do you think you're trying to do?" he snarls. Obviously your plan isn't working! Turn to **198**.

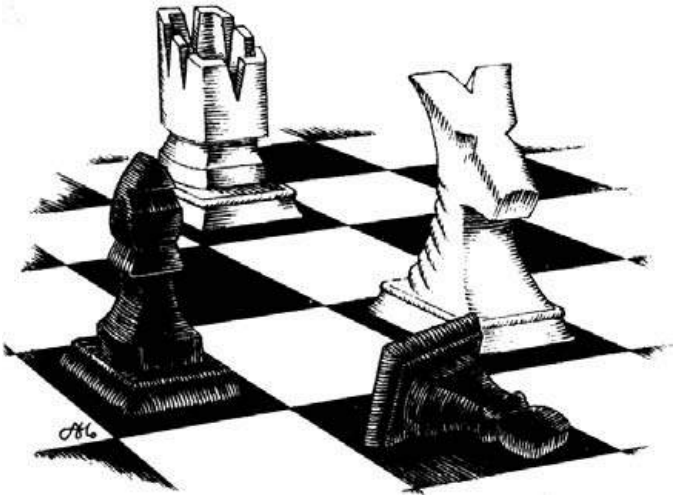
140

Abruptly, the creature vanishes and you find yourself standing alive and well before the Eye, with all the wounds that the Reptile-Man inflicted upon you, healed as if they never existed! Turn to **180**.

141

You enter a small room, painted black and dimly lit by a red lighting panel in the far North wall. Behind you, the door closes with an ominous clang. Beneath the light stands a tall figure in black armour with an elaborate visored helm upon his head so that you cannot see his face. From behind the visor, the deep voice booms again:

"You know the Rules. Answer me this riddle and you



may continue: If a King is worth forty-one points and a Pawn is worth fifty-four points, how many points is a Knight worth?"
If you know the answer, turn to that number. If you cannot solve the riddle, turn to **199**.

142

Suddenly, the Fighter withdraws its many blades and claws and floats rapidly away from you into the dark Southern doorway. Whoever controls it must have decided you have proved yourself sufficiently here.

You heave a sigh of relief and turn to leave. You do not wish to follow the Fighter, so will you go:

North? Turn to **52**
East? Turn to **221**

143

You are in a North-South corridor. Will you go:

North? Turn to **230**
South? Turn to **222**

144

You find yourself at the corner of a corridor at the top of a metal step ladder which goes down through a circular hole in the floor. Will you go:

North? Turn to **184**
East? Turn to **74**
Down? Turn to **223**

145

"Which door will you choose now?" the woman enquires. You study the remaining two doors, wondering what lies beyond them. Will you go through;

The centre door? Turn to **238**
The left-hand door? Turn to **108**

146

If you have not succeeded in destroying the Death Droid with the staff, you must now fight it with your laser-sword.

	Dexterity	*Strength*
DEATH DROID:	11	18 (minus any damage done with staff)

If you win, turn to **175**.

147

As you step through the archway, the mist vanishes completely and you find that you are indeed standing in a room filled with a vast treasure. It must be an illusion, you decide, but when you reach out to touch the mountain of gems beside you, they are hard and cold and quite real. You can hardly believe your good fortune and stare greedily at the treasure which you know you must possess.

Then, as you gaze around the room, you realise that the archway you stepped through has completely vanished, and in its place is a mountain of gold coins. You are positive that they were not there before, but they are as sold and real as the gemstones. In sudden rising panic, you try to fight your way through the gold in a desperate attempt to find the archway, but you discover nothing but more gold pieces. You may call the treasure yours, but you are imprisoned with it until one of the Guildsmen comes to release you – or until you die. Your adventure ends here.

148

You are rewarded by a gentle click and the door slides smoothly open. Turn to **96**.

149

A sudden wave of weakness passes through you - take one off your Strength score. The ring has an evil enchantment upon it that drains your strength, but when you try to draw it off, it shrinks even tighter around your finger and you cannot remove it! You fight:

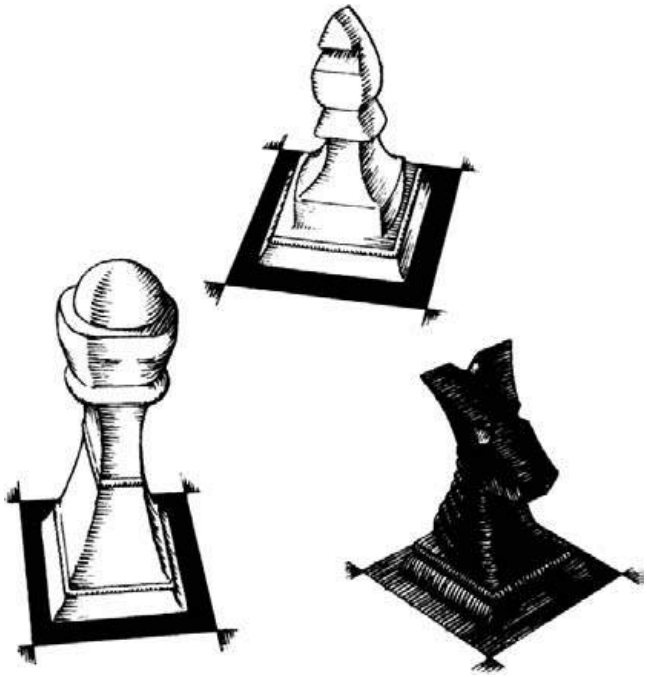
	Dexterity	*Strength*
MAD MAN:	9	8

If you win, turn to **87**.

150

This has an instant effect upon Ah-Pukh, who slowly sits down, oblivious to all but the music. The magical notes cast a spell upon the Lord of the Underworld, weaving an enchantment of peace around him. It also has a pleasant side effect on you, restoring six Strength points. As Ah-Pukh relaxes, two doors appear in the East and West Walls of the room and you waste no time in slipping out through one of them. Will you choose:

The East door? Turn to **59**
The West door? Turn to **79**



151

You walk North along the small passage which soon opens out into a tiny, darkened room. Set into the floor is a large, black disc, which you instantly recognise as being like the one in the room you first entered. The disc takes up almost the entire floor of the room. Since you cannot open the door by which you entered the room with the ropes, you have no alternative but to venture into this dimly lit room and try to discover another exit.

As soon as you step onto the black disc, you are struck by a paralysing beam of light. A painful whine assaults your ears and dazzling flashing lights fill your vision, as you feel yourself hurtling Eastwards. When at length the sound fades and your vision clears you find to your amazement that you are standing in a different room!

The room is empty and completely circular, with no exits apart from a low doorway to the South. As you walk towards it, there is a deep rumbling roar, and out from the doorway slinks a giant, cat-like creature, covered in golden scales, with two barbed tails and three curving horns the colour of blood. Its slanting eyes are filled with the gleam of blood-lust, as it snarls again and then leaps towards you!

	Dexterity	*Strength*
DRAGON CAT:	10	14

If you win, turn to **170**.

152

If you are wearing a silver ring with three white stones, take one off your Strength.

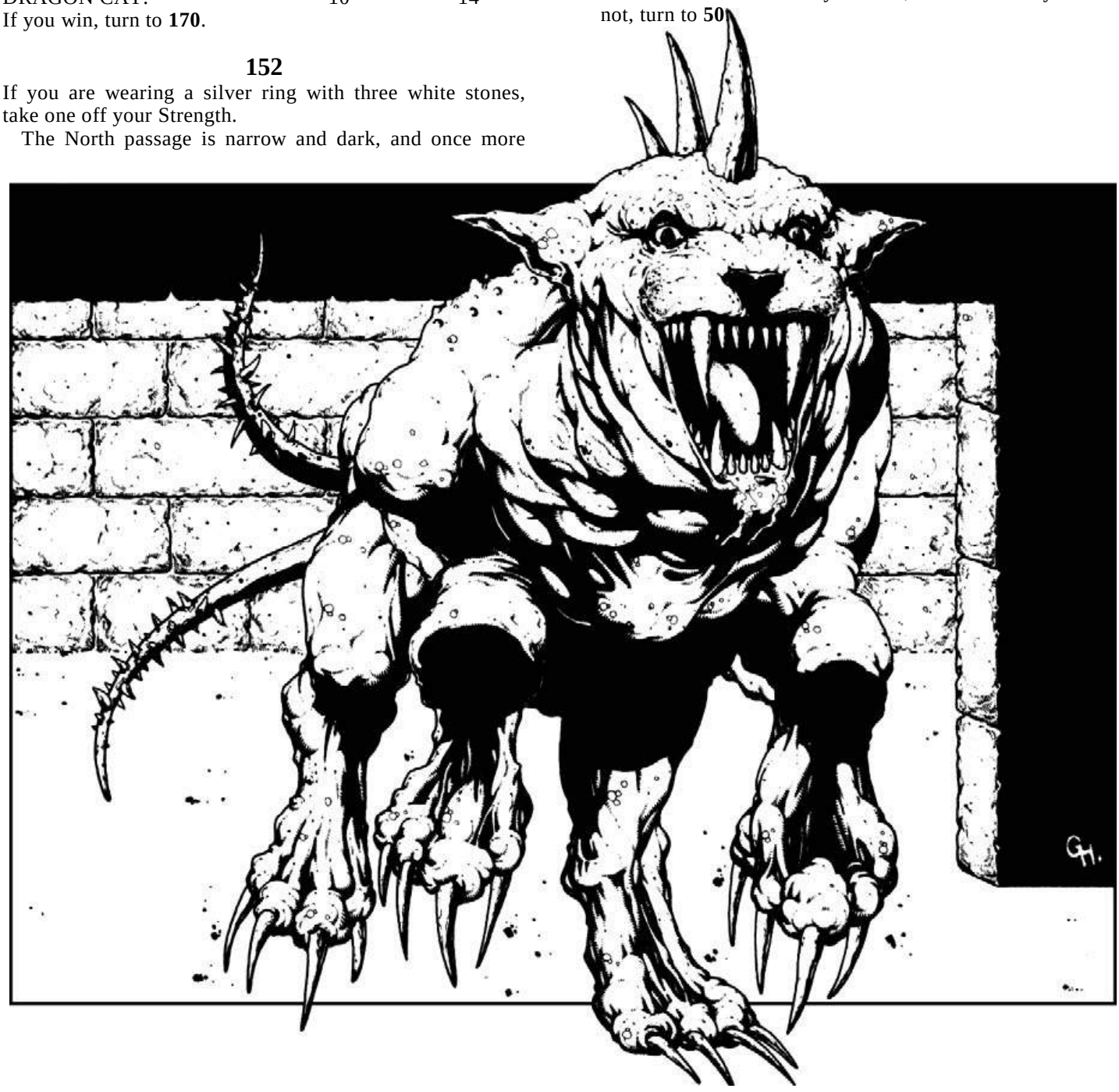
The North passage is narrow and dark, and once more you get the uneasy feeling that someone is creeping up behind you. How much further will you have to go before you find your opponent . . . or before she finds you?

As you proceed further North, the passage begins to get lighter and you hear the sound of voices ahead. Cautiously, you creep forwards, and, hidden in the shadows at the end of the passage, you look out into a huge room.

The floor of the room is almost completely covered by a huge chequered board of black and white squares, apart from two raised platforms against the East and West walls. Standing upon many of the squares are a number of people, half of them dressed in black tunics with symbols upon them, and the other half in white tunics bearing symbols. You recognise these symbols as representing the pieces in a game of chess.

On each of the East and West platforms stands a tall figure in shining armour, one totally in black and the other in white. They wear elaborate visored helms so that you cannot see their faces, and, from time to time, they instruct the players on the board as to what moves they must make.

Are you disguised as one of the players on the board? If so, turn to **60**. If not, have you encountered the Black Chess Master before? If you have, turn to **80**. If you have not, turn to **50**.



153

The ring drains one more point off your Strength. If you are at a T-junction, will you now go:

East?	Turn to **137**
West?	Turn to **178**
If you are in an East-heading corridor,	Turn to **218**

154

You are at the corner of a corridor. Will you go:

North?	Turn to **44**
West?	Turn to **173**

155

Only one more door remaining and then you will have passed through all three tests. If you have not yet passed through the centre door, turn to **238**. If you have not yet been through the left-hand door, turn to **108**.

156

If you noticed something odd about the door before you opened it, turn to **115**. If you did not, turn to **204**.

157

Make a note of the number of this location, then turn to **134**. After you have done what you are instructed to in **134**, return to this location and then turn to **146**.

158

As you strike the final death blow, the monster changes back to the slender body of the witch, who falls lifeless to the floor. Her black and silver staff lies beside her and you may take it with you if you wish. Then, still shuddering from the mindless ferocity of the monster's attack, you leave through the door in the North wall – turn to **126**.

159

It is with much sorrow that you contemplate the body of the tortured man; but you see that now his eyes are peaceful and his face relaxed, as if you have freed him from a life of unbearable pain and misery. Hardly daring to think what horrors might have caused his condition, you leave through a door in the North wall. Turn to **244**.

160

"Congratulations, little one!" the Giant cries. "There must be more to you than I first judged. Here, take this as reward," and to your amazement, he flings the diamond and sapphire necklace towards you! You catch it easily and begin to mumble your thanks, but he holds up his hand. "Speak no more, little one. Leave now, and may the Gods go with you." Then he stands to one side and the door behind him slides open. You walk quickly through into the corridor beyond. Turn to **225**.

161

Only one more door remaining and then you will have passed through all three tests. If you have not yet been through the right-hand door, turn to **11**. If you have not been through the centre door, turn to **238**.

162

"So be it," the voice says gravely, and instantly your world is plunged into darkness. You stand there, helpless, until someone takes your arm to guide you away. Then an unknown voice hisses in your ear:

"Fear not, it is only temporary, but you have failed the test. You will not become a Guild Member today, my friend." Your adventure ends here.

163

You are at a junction. Will you go:

East?	Turn to **124**
South?	Turn to **74**
West?	Turn to **184**

164

"A pleasure to do battle with you," the red Knight says, then the key stops turning in his back and he stiffens and is silent.

Will you now examine the red and gold box? If so, turn to **26**; or, leave the room? Turn to **106**.

165

Hoping that you are right, you walk cautiously through the archway that the green figure disappeared through – turn to **216**.

166

You enter a long, North-heading corridor – turn to **47**.

167

Very soon the passage ends at a metal door, which slides open as you approach. You go through into a small dark room, and as the door slides closed behind you an inhuman howling from the corner of the room chills your blood. Someone or something is huddled in the far North-East corner, and as you take a few hesitant steps towards it, the creature leaps to its feet.

Clad only in tattered shreds of clothing and wielding a mace, a colossal, brutish man shuffles towards you. His eyes are unnaturally bright with either pain or madness, and his limbs are streaked with blood – though whether his own or another's, you cannot tell. A single cry of rage and pain escapes his foam-flecked lips, and he leaps at you! You hardly have time to wonder what has driven him to such madness before you are forced to defend yourself, and it soon becomes clear that you will leave this room only by killing him.

If you have a black and silver staff, and wish to use it here, make a note of the number of this location and turn to **134**. Otherwise, you fight now.

	Dexterity	*Strength*
BARBARIAN:	8	12

If you win, turn to **159**.

168

The Knight withdraws, lowers his sword and bows.

"Well fought!" he cries. "I can now tell you that you must take with you the toy robot which you see on the floor before you. It may be of great help. Good fortune, warrior!" Then the key ceases to turn in the Knight's back and he stiffens and remains silent. You pick up the robot and put it into your backpack, wondering what use it could possibly have.

Will you now examine the red and gold box? If so, turn to **26**. Or leave the room? Turn to **106**.

169

The green rope comes loose when you pull it and drops from the ceiling, followed by a down-pour of vile smelling, thick green liquid. You leap to one side, but not before being drenched by the liquid. It burns you like acid and eats rapidly through your clothing into your skin. You scream in agony as the burning pain envelopes your whole body. Your adventure ends here!

170

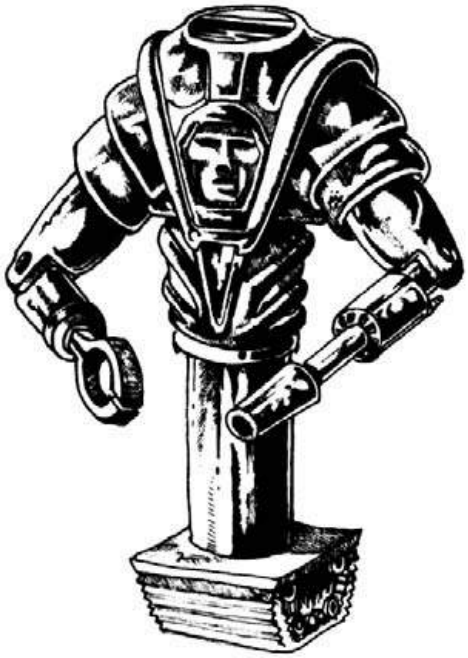
After a fierce and desperate battle, you succeed in overcoming the fearful Dragon-cat, and as you wipe clean your laser-sword on its golden scales, you notice for the first time that it wears a collar. Set into the collar is a single, red, hexagonal-shaped jewel. Quickly, you prise the jewel free and put it in your backpack, then move to investigate through the low Southern doorway.

You enter an even smaller circular room, and at once notice a hole in the floor. Peering down, you can see the ground only a few feet below, and what appears to be an opening on the North side.

Since there seems to be no other way out, you lower yourself into the hole and see at once that there is, in fact, a well-lit way North. You follow it, as it turns West, and continue for some distance, until you reach a dead-end.

Puzzled, you push at the walls, but to no avail. Looking up, you see that the ceiling, just above your head, is of the familiar uniform grey metal that appears to line most of the corridors in the Complex.

You give the ceiling a tentative push – and much to your surprise, a panel slides instantly back. After a



moment, you warily pull yourself up and out, and the panel slides back immediately. It is virtually undetectable from above, and a few experimental prods with your laser-sword have no effect. Shrugging your shoulders, you turn to examine your new surroundings – turn to **210**.

171

As you press the red button, the machine clicks and whirrs and shakes a little, and then out from the larger slot slips a tiny scroll of yellow paper. Carefully, you unroll it to read: "RUBY is not as it should be". You put the little scroll into your backpack, wondering what it could mean. Turn to **42**.

172

"So be it," the voice says gravely. He points the black laser at your heart and although you see no ray shoot from it, you feel a sudden stabbing pain and then no more. Your adventure ends here.

173

You arrive at a junction. Will you go:

East?	Turn to **154**
South?	Turn to **101**
West?	Turn to **212**

174

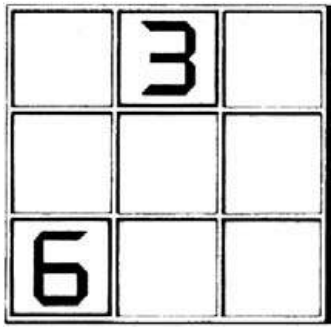
You turn down the West passage, which soon ends at a tiny, metal door. If you wish to go through, it will be a tight squeeze and you will have to crawl. Will you open the door? Turn to **94** if so. Or go back East and continue up the corridor North? Turn to **167**.

175

You stagger back victorious from the Death Droid. The North door is now open, and you may leave through it – turn to **118**.

176

You press the stone and it slides into the wall a little. As it does, a large metal slab drops from the ceiling behind you, completely blocking the way back North. In desperation, you try pressing the third stone up from the hole, but it will not budge. You cannot escape and must wait for rescue by one of the Guild Members. If you wish to put your hand into the hole while you are waiting, turn to **78**. If you prefer not to risk it, you have no alternative but to remain here and hope the Guildsmen won't be too long!



177

Set into the walls of the room are six alcoves, three along each side. To your surprise, you see that five of the alcoves are occupied by the-five robed figures who were seated in the circular room. They stand absolutely motionless, and cautiously, you approach the nearest one – the green-robed figure – curious as to their nature and identity.

You can see now that the figure does not even appear to be breathing, and tentatively, you reach out and pull back the green hood a little. You give a small gasp of amazement as you look upon the face beneath the hood, as it is that of a crude android: the basic features are human, but it has no hair or eyebrows and the skin has no texture or colour. Its gazes sightlessly out at you with blue glass eyes, betraying no sign of life whatsoever. You pull the hood forward again and after a brief examination, discover the other four figures are of the same nature.

Then you notice that set into the North wall of the room is the door of a large safe. You have discovered no sign of the five objects that the androids took with them, and guess that they must now be locked in the safe.

The safe door has a grid of nine squares set into it. Two of the squares contain a numbered metal plate – the top middle square bears the number 3, and the bottom left square, the number 6. Upon a small shelf by the safe door are seven more of the metal plates, each bearing a different number (1,2,4,5,7,8,9). It is obvious that to open the safe, you must place the other numbers in their correct places on the grid. When you have placed them correctly, the vertical, horizontal and diagonal lines of numbers will all add up to the same total, and that is the number of the location which you must turn to from here. If you cannot solve the puzzle that opens the safe, you have failed in your quest to steal the Crystal, and your adventure ends here.

178

You head West into a dimly lit, low corridor. Quite soon, it turns North and then comes to a sudden dead end. You examine the walls carefully, but there is no trace of any hidden door, so you turn back South and East until you arrive once more at the T-junction. You have no choice but to continue East – turn to **137**.

179

As Ah-Pukh crumples to the ground, two doors appear in the East and West walls. Will you leave through:

The East door?	Turn to **59**
The West door?	Turn to **79**

180

You turn slowly around to see that the Eye is still watching you. Could it have something to do with the sudden appearance and disappearance of the creature? Then there is another brilliant flash of light and you find yourself facing two more of the Reptile-like humanoids.

You have no way of knowing whether they are harmless illusions like the first creature, or real and therefore very dangerous. You will have to choose one to fight and hope that the other is illusion and can do you no real harm until you have disposed of the first. If you choose the creature on the left, turn to **120**. If the creature on the right, turn to **100**.

181

You stare in frozen horror at the blood trickling from the wound in your arm that the Black Queen has inflicted. You have failed. The Black Chess Master walks over from his platform to lead you in silence off the board – your adventure ends here.

182

As you advance further North, from out of the shadows springs a tall, impossibly thin man. His flesh is covered by black scales, and his head is like a grotesque, black skull that seems too large for his skeletal body. His fingers end in razor sharp, claw-like nails.

	Dexterity	*Strength*
SKELETON MAN:	8	12

If you win, turn to **5**.

183

You find yourself at the end of a corridor, at the base of a metal step ladder. Will you go:

North?	Turn to **223**
Up?	Turn to **212**

184

You are at a junction. Will you go:

East?	Turn to **163**
South?	Turn to **144**
West?	Turn to **105**

185

As you reach the North door, your trained eye notices there is something odd about it. It has no lock or handle and seems to be hinged on some central pivot. Will you therefore try pushing against the right side of the door? If so, turn to **7**. Or the left side of the door? Turn to **37**.

186

The red Knight throws back his head and laughs.

"And so my point is proved! The machines humans create are always better than their makers!"

You are angered by the Knight's attitude and humiliated that you should be so easily defeated by a clockwork toy, but you struggle to regain your composure. Will you rejoin battle with the Knight, determined to teach him a lesson? If so, turn to **55**. Or will you accept defeat graciously? Turn to **164**.

187

Cautiously, with your laser-sword raised ready for any deception, you edge towards her and break the links that chain her. Turn to **202**.

188

You enter a small cubicle which, to your surprise, is totally empty. As you are wondering where the mysterious figure could have gone, a small door slides open in the wall opposite the archway. Quickly, you slip through it and it closes silently behind you. You enter a narrow corridor that twists and turns, and finally leads you Northwards for quite some time, and just as you are beginning to think it will never end, the corridor brings you out into a large room – turn to **177**.

189

Twelve laser beams shoot out from the lenses, each beam doing two Strength points of damage if it hits you. Throw one dice twelve times. If you get a 5 or 6 when you throw the dice, you have been hit by the laser and must take two off your Strength each time that happens. If you get 1, 2, 3, or 4, you have managed to dodge the deadly beams. If you survive, turn to **22**.

190

As soon as your sword touches it, the creature vanishes! You stop dead in your tracks. What could be going on? Are your eyes deceiving you?

Any wounds that the Reptile may have inflicted upon you have vanished as if they never existed. Turn to **180**.

191

You head North down a short passage and soon arrive at an open doorway. You can see a dimly lit room beyond, and warily you step through. Turn to **210**.

192

You are at the base of a metal step ladder. You can go:

Up	Turn to **230**
West	Turn to **132**

193

You have not managed to attain the right attitude of mind to perform the sympathetic magic successfully, and although the Death Droid is damaged by your efforts, it is not destroyed and you must finish the fight with your laser-sword, using only the blade.

	Dexterity	*Strength*
DEATH DROID:	11	10

If you win, turn to **175**.

194

A multitude of coloured flowers shoots out from the end of the staff, having no effect of any opponent you may be aiming at (except, perhaps, to cause them to laugh at you!)

Turn back to the location you made a note of before you used the staff.

195

Only one more door remains and then you will have passed through all three tests. If you have not yet been through the right-hand door, turn to **11**. If you have not yet gone through the left-hand door, turn to **108**.

196

Try as you might, you cannot decipher the broken letters upon the floor and you are doomed to remain trapped in this room until one of the Guildsmen frees you . . . or until you die: your adventure ends here.

197

You press the stone and it slides into the wall a little. On impulse, you try to press the third stone up from the symbols but find that it will not budge. You could now put your hand into the hole – turn to **119**, or, go back North to the crossroads - turn to **128**.

198

You can think of nothing to give to Ah-Pukh, so hoping to catch him off guard, you leap at him with your laser-sword. After all, he can only be a man in a costume and not who he claims.

The Lord of the Underworld, however, anticipates your move and raises his hands to send a stream of black fire shooting out towards you. Lose two Strength points. You realise that whatever this creature is, he has powers far greater than you originally anticipated and you hope that you have not bitten off more than you can chew.

If you have a Dragon amulet take one more point off your Dexterity score before this battle.

	Dexterity	*Strength*
AH-PUKH:	12	16

If you manage to defeat him, turn to **179**.

199

You turn hopefully to the youth, but he shakes his head miserably.

"You do not know," the tall black figure declares. "So you cannot continue in the Game!" Then he raises a sleek, black laser-sword and fires once at the blond youth, who crumples without a sound at your side – dead. Enraged, you fire your own laser, and, as the Chess Master staggers back, obviously hurt and surprised by the power and ferocity of your initial attack, you leap forward to do battle! If you have a Dragon amulet, take one off your Dexterity score, as you release your blade.

	Dexterity	*Strength*
CHESS MASTER:	10	14

If you win, turn to **99**.

200

As you press the red button, the machine clicks and whirrs and shakes a little, and then out from the larger slot shoots a silver dagger, beautifully made with a slender, wickedly sharp blade. After admiring the weapon, you slip it into your belt - turn to **42**.

201

You arrive at a dead end and have no choice but to go back East – turn to **230**.

202

The self-confessed witch watches you with amusement in her glittering, dark eyes and then, almost lazily, she raises her hand in a curious gesture and instantly, you are paralysed from head to toe!

"I am indeed a witch, and now I will kill you," she grins.

Then she pauses a moment as if to reconsider, and continues: "no – I will give you a fair chance. If you can defeat me in combat, you may go free." She raises her hand again and the paralysis leaves you, and then suddenly she transforms herself into such a monster as you have never before seen on your world!

It stands towering above you, its body covered in coarse red fur. It has two stubby legs and four long, ape-like arms, which have openings like mouths at the ends, filled with pointed teeth. It has no discernible head, but one single eye at the top of its monstrous torso, that glares down at you with the same gleam of madness that filled the eyes of the witch. With a gasp of horror, you raise your sword to fight.

	Dexterity	*Strength*
WITCH-MONSTER:	9	14

If you win, turn to **158**.

203

You venture down the North corridor and can soon make out that it ends at a large, dark door, some distance ahead of you. You have reached about half way along the corridor, when there is a sharp, short hiss, like that of escaping air and then the corridor is suddenly filled with tiny, needle-like darts! They shoot across from one side to the other, at all heights and angles. Will you fling yourself upon the floor with your arms over your head to protect yourself? Turn to **231**. Or, will you run as fast as you can towards the North Door? Turn to **114**.

204

You realise that the door is hinged on a central pivot and that when you pushed it open, it swung around to reveal not one, but two entrances. The one on the right led into the toy room, but you now see that there is another dark room beyond the left-hand side of the revolving door. Overcome with curiosity, you step through into the left-hand room. Turn to **37**.

205

Keeping a wary distance, you walk across the room towards a door in the far North wall. Turn to **202**.

206

Hoping that you are right, you walk cautiously through the archway that the blue figure disappeared through – turn to **216**.

207

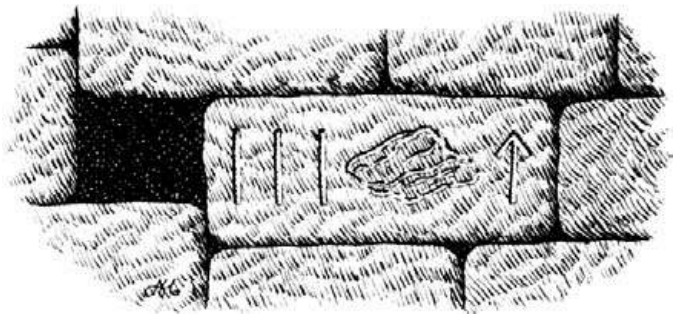
You have not gone far West before you come to a passage branching off to the South. Will you:

Continue West?	Turn to **249**
Take the new way South?	Turn to **227**

208

The second your hand touches the door, there is a flash of bright blue electricity, hurling you back to the ground. Lose seven Strength points. If you are still alive, will you now try:

The South door?	Turn to **19**
The North door?	Turn to **217**



209

You turn South into a tiny corridor, so low that you have to stoop as you walk along. Abruptly, it ends at a wall, which unlike most of the complex, is composed of rough, grey stones. Then you notice that one of the stones in the centre of the wall has been removed, leaving a small, dark hole, just big enough for you to put your hand into. Scratched onto the stone next to the hole are a number of symbols, and you strain in the dim light to make them out. There are three straight vertical lines, a rough drawing of a stone or rock and an arrow pointing up.

Will you put your hand into the hole? Turn to **78**. Or, examine the symbols more closely first? Turn to **138**.

210

You find yourself in a large room with doors in the North and East walls, as well as an open doorway to the South. Against the West wall is some kind of machine, and you walk over to investigate. The machine is about four feet high and has a small slot near the top right-hand corner, with a little oblong window underneath.

Beneath that is a larger slot, big enough to fit your hand into (although you have no desire to do that!) and beside the large slot is a red button. On top of the machine are two small, coin-like discs, just big enough to fit into the smaller of the two slots. Will you put one of the coins into the slot? Turn to **229** if you will. If you would rather leave the machine untouched, turn to **220**.

211

You enter a low, narrow corridor which almost immediately turns North. You follow it for a short distance until it turns East, and you soon pass under an archway into a higher, wider passage. At once, a door slides across behind you. Turn to **237**.

212

You are at the end of a corridor, at the top of a metal step ladder which goes down through a circular hole in the floor. Will you go:

East?	Turn to **173**
Down?	Turn to **183**

213

You fall against the North door, grimacing against the pain. Throw one dice. If you throw an even number, turn to **7**. If you throw an odd number, turn to **37**.

214

As the toy robot incinerates into a shower of sparks, the Death Droid bursts into a magnified image of the little robot's destruction. You fling yourself against the wall, protecting your head from the violent explosion, and when at last the Death Droid lies in smouldering ashes upon the floor, you stagger triumphantly to your feet. You have not escaped the explosion unscathed, however, and must take two off your Strength score before leaving through the North door. Turn to **118**.

215

You head West down a low corridor, which soon turns to the North. At length, the corridor ends at a metal door which slides smoothly to one side as you approach. In the room beyond is a tall, thin woman with paper-white skin, long black hair and blood red lips. She is dressed in a tattered black gown and carries a black and silver staff, and her dark eyes are filled with the gleam of madness. She freezes at the sight of you, and for a moment you both stand there, studying each other. Then you notice that she is chained by her ankle to a large ring set into the West wall. You step back a pace, and ask her why she is chained.

"I am a witch and I am chained here because I murdered one of the Guild Masters," she replies, and you are taken aback by her bluntness of her answer. Could this be true, or is she lying to you? You are in no doubt that you are being tested here.

Will you believe that she is an evil witch and leave her chained? Turn to **205**. Or will you attempt to free her? Turn to **187**.

216

You enter a small cubicle which is, to your surprise, totally empty. Where could the mysterious figure have gone you wonder? Then suddenly, a metal door slides across the archway, blocking your escape. You fling yourself against it, but it will not budge. You are imprisoned here to await death or rescue by the Guildsmen. In either case, your adventure ends here!

217

The moment you touch the door, it flies open, and you go through into a North-heading corridor that soon ends at a T-junction. If you are wearing a silver ring with three white stones, turn to **153**. If not, will you go East? If so, turn to **137**; or West, turn to **178**.

218

Suddenly you hear someone whisper your name. The sound is faint, but quite clear and you whirl around, seeking the owner of the voice, but there is nobody there. As you continue warily on your way, you hear the faint sound of mocking, feminine laughter, echoing along the corridors. It is impossible to tell which direction it is coming from, and it fills the air all around you, before fading away into an eerie sigh and then vanishing altogether.

If you were heading South, turn to **97**.

If you were heading East, turn to **29**.

219

The Guildsman gives you something for the pain and then vanishes. You stagger to your feet, feeling the drug coursing through your veins, numbing the pain. You see that he has fixed you up with a crude artificial hand. Once you have completed the test, you can have a more sophisticated and completely life-like hand fitted, but for the meantime, this will have to do. This temporary hand is not very flexible and you must take four points off your Dexterity. You must also take four off your Strength, due to the loss of blood. If you can continue, you return back up to the crossroads. Turn to **128**.

220

As you turn to leave the room, you hear a faint humming sound, and whirl around to see a glowing cylinder floating in mid air before you. You recognise it instantly as one of the mechanical Fighters that trainee warriors sometimes use when practising their fighting techniques. It can be programmed for all levels of fighting skill – from untrained combat that merely stuns an opponent, to a deadly killing machine.

You suspect that in this testing complex it is not one of the lower levels that the Fighter will be set at - and your suspicions are confirmed as a deadly golden ray shoots out from near the top of the cylinder. You dart to one side as the ray burns a smoking hole into the metal floor, and see that the Fighter is now covered by a multitude of deadly rotating blades and crushing metal claws which extend towards you. You fire your laser, stunning the Fighter momentarily; then, whirling your sword around, you leap forward to what you fear will be one of the worst battles of your life!

	Dexterity	*Strength*
FIGHTER:	12	20

When you have reduced the Fighter's Strength by ten, turn to **142**.

221

You leave through the East door and enter a corridor which leads East for a very short distance and then turns North. Quite soon you come upon a door in the East wall. It has four pieces of paper stuck onto it, bearing the letters "R", "U", "B", and "Y". Have you come across a little yellow scroll? If so, turn to **122**. If not, turn to **133**.

222

You find yourself at the corner of a corridor. Will you go:

North?	Turn to **143**
West?	Turn to **83**

223

You are at the base of a metal step ladder, at a junction. Will you go:

North?	Turn to **104**
South?	Turn to **183**
West?	Turn to **237**
Up?	Turn to **144**

224

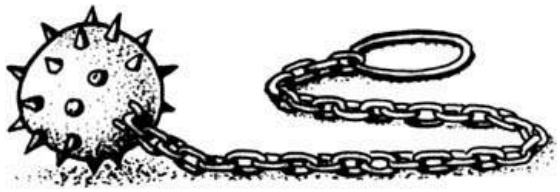
You are standing at the North end of a South-heading corridor. You do not wish to head back South towards the entrance, however, and are just wondering what to do next, when you notice there is something odd about the door you have just passed through – turn to **204**.

225

The corridor leads you North for quite some time, then you come across another passage leading off to the West. Will you continue North? Turn to **167**. Or, take the new way West? Turn to **174**.

226

You continue East and soon come to another passage off to the South. Will you keep going East? Turn to **17**. Or take the new way South? Turn to **227**.



227

You turn South into a tiny passage which seems even more claustrophobic than the others. Quite soon, it turns West, then North and then comes to abrupt dead end. Once more, you are sure you hear footsteps and turning around, you run back South and round the corner to glimpse a dim figure dart up the passage North. You tear after it, but when you arrive back at the junction, there is no trace of which direction it could have gone.

If you were going West before you ventured down this Southern corridor, turn to **249**. If you were going East, turn to **17**.

228

You quickly don the simple tunic, and then leave through a small black door in the North wall. Turn to **236**.

229

You slip the coin into the slot and immediately the glass window lights up with the words: “Press the red button, please.” You shrug your shoulders and press it. Throw one dice.

If you get 1	Turn to **12**
If you get 2	Turn to **171**
If you get 3	Turn to **200**
If you get 4, 5, or 6	Turn to **102**

230

You are at the corner of a corridor at the top of a metal step ladder which goes down through a circular hole in the floor. Will you go:

West?	Turn to **201**
South?	Turn to **143**
Down?	Turn to **192**

231

Roll one dice and add three to that number. That is the number of darts which hit you, and for each dart you must lose one Strength point. If you are still alive, you lie frozen in silent pain until the darts cease their bombardment. Then you drag yourself to your feet and continue along the corridor up to the North doorway.

Throw one dice. If the numbers on both dice add up to the same as or less then your Skill score, turn to **185**. If they add up to more than your Skill score, turn to **213**.

232

You turn the small golden key in the red Knight's back and at once he stiffens, turns towards you, bows and says: "Good day to you! Would you be so bold as to challenge me in a test of strength? If you win, I am programmed to tell you something which may help you. If I win, it merely proves what I have believed all along – that the machine is superior to man."

You cannot help but suppress a smile at the clockwork Knight's Courtly manners and way of speaking, but you agree to his terms and prepare yourself to fight, blade to blade. It would be an unfair advantage for you to use your laser in this battle.

	Dexterity	*Strength*
RED KNIGHT:	10	16

If you reduce his Strength by six before he reduces yours by that number, turn to **168**. If, however, he reduces your Strength by six first, turn to **186**.

233

The object or creature you are aiming at turns to stone, and you may pass the grisly monument without harm.

Turn back to the location you made a note of before you used the staff.

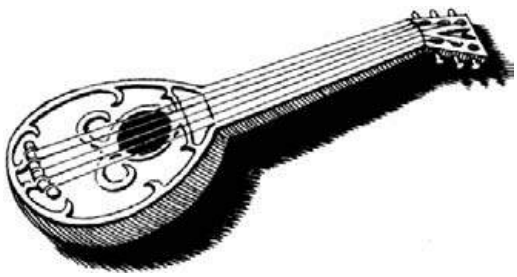
234

You enter a large room, with exits in the North and West walls containing four pedestals, each of which bears an object. You are about to examine the items closer, when the voice of the dark haired woman sounds clearly in the air around you:

"You must choose only one of these objects before you. Two of the items are designed to help you, but the other two will hinder you. I can tell you now that this is the test where you must find and wound an opponent who is seeking to do the same to you. Your opponent is the woman, Feyh."

At least you now know who you are looking for, and as you walk over to examine the four objects, you recall with a slight shudder the deadly assortment of knives and daggers that the small, black-haired woman carried. The objects consist of a beautifully fashioned lute, a green potion in a crystal bottle, a silver ring set with three opaque white gems, and an amulet bearing a carving of a black dragon.

When you have taken the object of your choice, will you now leave through the door in the North wall? Turn to **166**; or the West wall? Turn to **58**.



235

You continue North until the passage ends in a T-junction. Will you go:

East?	Turn to **88**
West?	Turn to **9**

236

You enter a dark corridor that soon turns East. After a short distance you come upon another corridor off to the North. You see that the East-heading corridor soon turns back South, and since you do not wish to head back into areas you have already explored, you take the new way North - turn to **152**.

237

You are at the end of a corridor; a metal step ladder goes down through a circular hole in the floor. Will you go:

Down?	Turn to **93**
East?	Turn to **223**

238

As you approach the centre door, it slides silently open and after you have passed through, it immediately closes behind you. You turn to examine it briefly, but there is no apparent way of opening it from this side.

You are in a North-heading corridor of grey metal, dimly lit by yellow lighting panels set into the ceiling. You venture cautiously forward, wondering what awaits you, your laser-sword gripped tightly in your hand. Quite soon, you come to a crossroads. Will you go:

North?	Turn to **203**
East?	Turn to **243**
West?	Turn to **215**

239

Believing there can be nothing of use in such a place, you turn to go out through the South door – turn to **106**.

240

You shrink to half-size! This causes your Dexterity and Strength to be reduced by half and you only inflict one point of damage in battle. The effects of the staff last until you leave the room which you are now in.

Turn back to the location you made a note of before you used the staff.

241

The amulet is cursed, causing its bearer constant bad luck – but it also has an enchantment of greed upon it, so that the owner can never part with it. The amulet causes you to be unlucky and clumsy in battle – take one point off your Dexterity score.

	Dexterity	*Strength*
MAD MAN:	9	8

If you win, turn to **87**.

242

You cannot get out of the way in time and the deadly dart sinks deep into your chest. The poison begins to work instantly and a creeping paralysis of pain seeps rapidly through your body. The last thing you see is the jack-in-the-box laughing at you with the distorted caricature of your own smile, as you slump lifeless to the floor. Your adventure ends here.

243

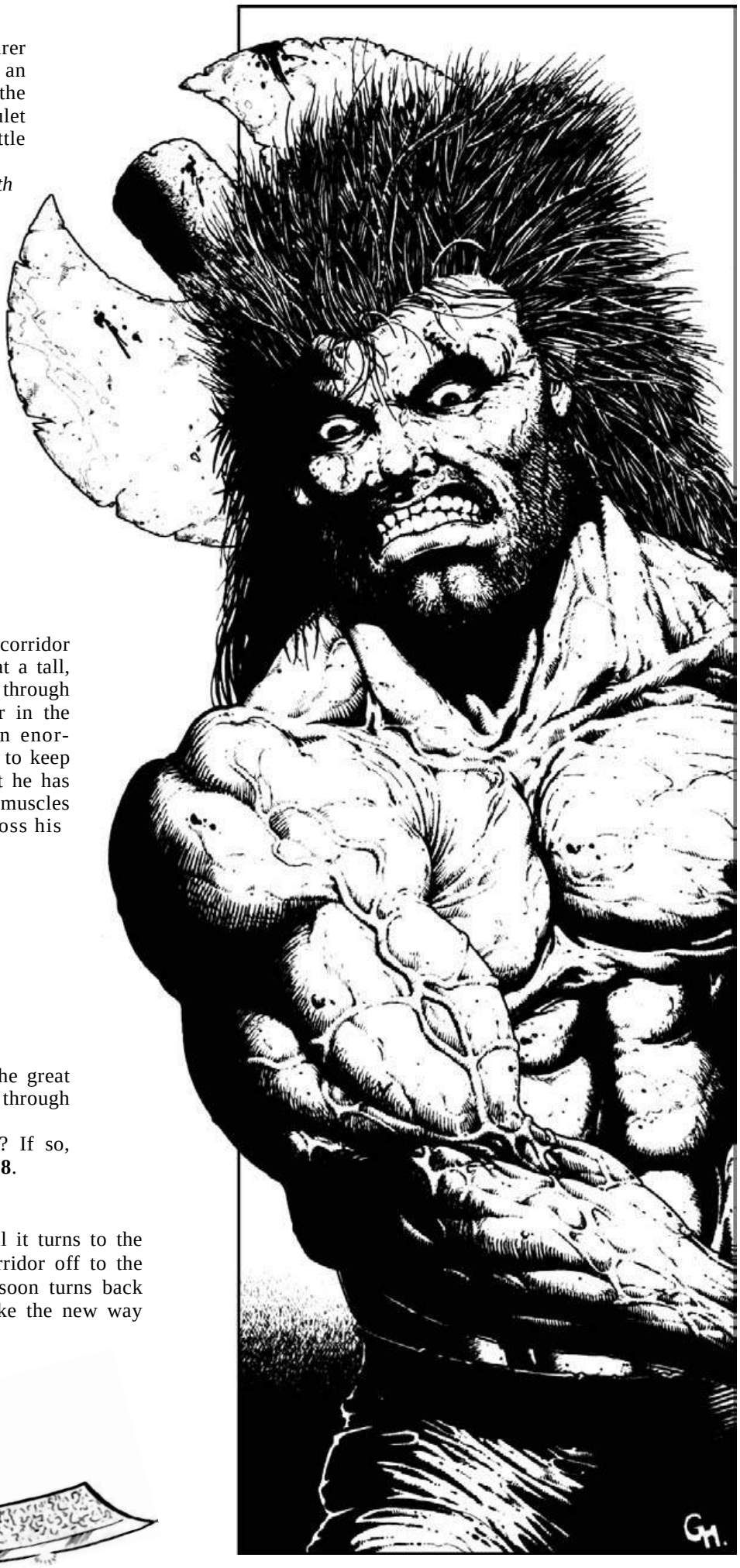
You make your way East along the corridor which soon turns to the North and ends at a tall, metal door. You open the door and step through into a large room. There is another door in the North wall, in front of which stands an enormous man, so tall he has to bow his head to keep it from touching the ceiling. You see that he has a build to go with his height, as powerful muscles bulge on his arms, which are folded across his middle. His skin is dark, his hair is long and black and he is clad in a rough pair of leather trousers. Leaning against the door by his side is a mighty, two-headed battle axe.

"Welcome, little one!" he booms in a voice that causes the walls and floor to shudder. "I have been told to set a challenge for you and so I have a riddle. If you cannot or will not answer it I challenge you with this!" – and he lifts the great axe from the floor and swings it easily through the air before you.

Will you attempt to answer the riddle? If so, turn to **46**. Or will you attack him? Turn to **8**.

244

You continue North along the passage till it turns to the West. Very soon you come to a new corridor off to the North. It appears that the West passage soon turns back South ahead of you, so you decide to take the new way North. Turn to **49**.



245

There are dolls of all shapes and sizes, clockwork soldiers and robots, spinning tops, mysterious and brightly coloured boxes, books, toy swords and lasers, and many other items which would make this a children's paradise. But what are they all doing here?

The only exit is the door in the South wall. Will you turn and leave immediately? Turn to **239**. Or examine some of the toys a little closer? Turn to **14**.

246

You find yourself in a tiny, square room with no other exits and have no alternative but to go back down – turn to **53**.

247

You head West down a twisting narrow corridor that turns South, then West and then South again. Turn to **218**.

248

You step back from the Giant's body and, for a brief moment, you cannot help feeling a twinge of regret. Then you walk over to the door in the North wall, and through into the corridor beyond. Turn to **225**.

249

You make your way West until you come to a crossroads. Will you go:

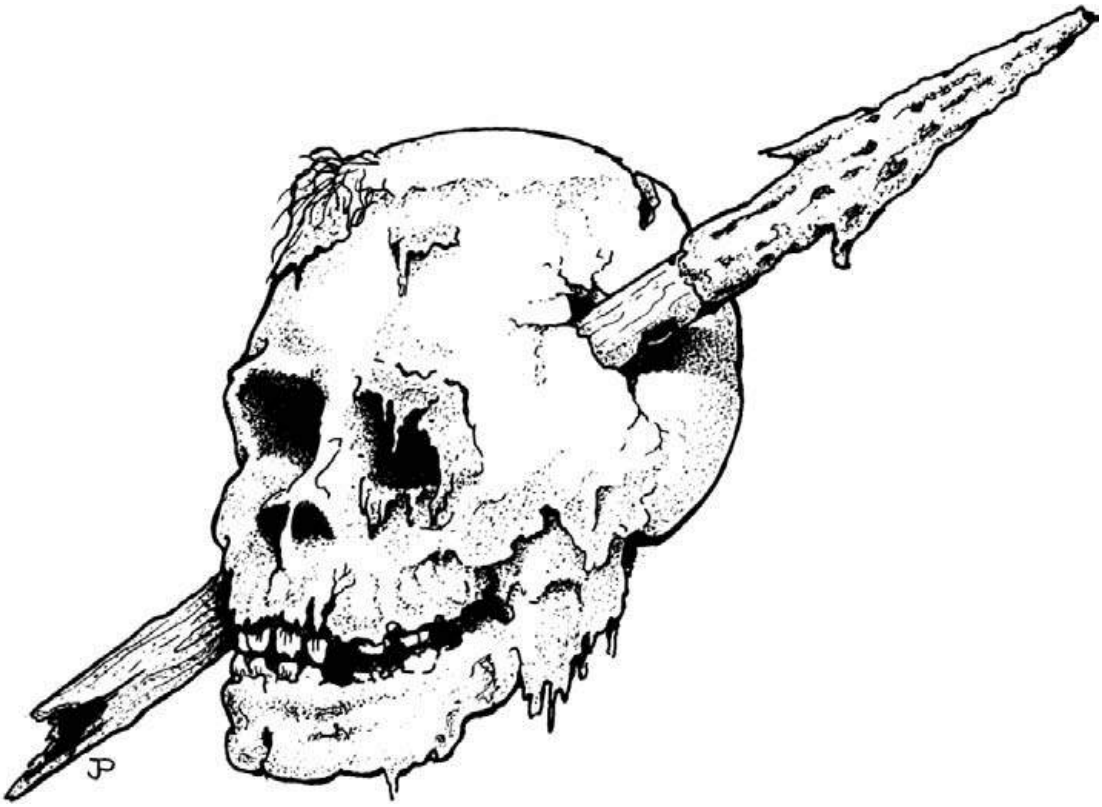
North?	Turn to **125**
South?	Turn to **209**
West?	Turn to **247**

250

"Welcome to the Promethean Guild," she continues with a smile that brings warmth to her severe features. A previously undetectable door slides open behind the long table and two identical men stride out to greet you. They are very tall, with dark hair streaked by silver. Their eyes are grey and shine with wisdom, and their features are stern and commanding. The woman introduces them as Leith and Kian, two of the founder members of the Guild. You have heard of their names, but you had thought them long dead, or merely legend.

Each man clasps you on the shoulder and formally declares you to be a member of the Guild. All its secrets and learning and power will be yours! As they guide you back through the hidden door, you are filled with pride and excitement.

Your new life is just beginning!



MERKIN
BUT LORD FOPBURY, THAT'S A VERY GOOD LOVE POTION
SNIFF!
GENUINE DRAGONS BLOOD, REAL UNICORN HORN
SNIFF!!
BUT NOWADAYS THEY ALL HAVE E102, E150 & MONOSODIUM GLUTAMATE IN THEM
SNIFF! SNIFF!
FLAN

MESSAGES from BEYOND

Dear PROTEUS,

I'm just writing to say how much I like your magazine. For ages I looked around for a fantasy mag, but I couldn't find one anywhere. They were all Sci-Fi, which I'm not keen on, or they were computer mags. Then eventually I came across PROTEUS, and I have been hooked on it ever since. I can't wait for it to come out each time.

Please don't make it a Sci-Fi mag. If people want Sci-Fi they'll buy a Sci-Fi mag.

I've no complaints, just suggestions for things to add. I think a pen-pals section is a great idea because I don't know anyone who lives nearby who is interested in these kinds of games, so I would really like to write to someone who is.

I'm 13 years old (14 in June). But I don't mind writing to someone who is older than me.

I don't understand how people can write in saying that the pictures aren't very good. I think they are brilliant; I personally couldn't draw to save my life.

I think it would be a great idea if you would tell us how to make up our own games, and a questionnaire would be good, too.

I think you should put some more riddles and puzzles in the stories, but I don't see any need to make the stories harder. I don't mind if the price has to go up to put more things in, as it only comes out every other month.

Keep up the good work.

Kate Moffat,
[Edit],
Cardiff [Edit].

Kate's address is in full above, pen-pals. And see our note at the end of 'Messages from Beyond'.

Dear PROTEUS,

First I want to congratulate you on the replica of No. 1. It is very handy, as I can read it in school without being noticed. I think it is an extremely good idea, and was wondering if you are going to do any more.

My other item is that in No. 9 there is a riddle on page 37, location 195 – I thought it was neat! I must admit it did take me a long time to figure it out, but I got it eventually.

Anyway, I'll get straight to the point: I would like the magazine to be riddled with riddles so to speak, which would make it much more challenging.

P.S. No 9 was very good.

David M. Noble,
[Edit],
Near Caithness.

Glad you liked the replica Issue – and as we've published your letter, no doubt you'll want to show it to your teacher!

Dear PROTEUS,

Here are a few "ideas". How about transforming PROTEUS into a computer adventure game? I'm sure they would sell well. I have got some of the *Lone Wolf* books after seeing them advertised in PROTEUS, and since then I have bought the computer games. Another idea would be to have a few competitions.

I have just received No. 10 of PROTEUS, and noticed 'Quazi-Do-Do'; "What!" I said to myself, and hastily read through it. Brilliant it was, well done. Sci-Fi? DON'T!! More drawings? Yes! Happy new year and keep up the good work.

P.S. In No. 10, you asked us to tell you our favourite role-playing books. Mine are *Way of the Tiger*, of which I have all, and *Lone Wolf*, of which I have four: they are both Ace. The ones I don't like are the *Choose Your own Adventure* ones (they're too easy). I have to go now to have a bash at No. 10.

Daryl Tebbutt,
Leicester.

We didn't have room for your drawing, but thanks for letting us know which r.p.g. books you like, and don't like.

Dear PROTEUS,

I have been collecting your magazine since Issue 5, and I do not think I would be over-reacting if I said it was the best fantasy game mag available – or rather, could be.

The quest 'Lord of Chaos' and the art accompanying it was truly fantastic. I also found the cartoon a lot more amusing than most others I have read. And the amount of space taken up by the Introduction and advertisements was very tolerable.

But – and this is only a minor flaw that could easily be corrected – the letters printed in Issue 9 were very worrying to someone who enjoys your mag. very much as it is now.

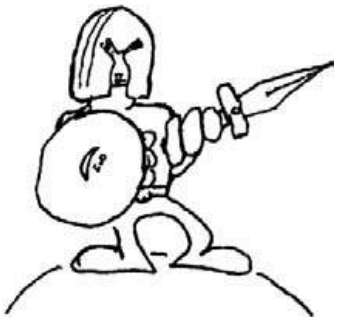
Please, don't cut down on the super artwork, which I am a great fan of; and the adventures are vastly improved as it is. So much so, I can't see them getting any better (though they probably will). In other words, your magazine is good.

Changes such as those Steve Hutchinson (Issue 9) outlined would do your mag no good at all from my point of view, and I'm sure that other readers agree – and you don't even have to bother to ask them!

P.S. I couldn't resist including a picture – hope you like it.

Andrew Oram,
Norbury, London.

We won't ask them, but they'll still tell us anyway! Your pic's below.



Dear PROTEUS,

We read every Issue of your mag with great enthusiasm. My mates and I think the games are brill. Recently though, we have noticed some particularly excellent artwork by P. J. C.

Who is this P. J. C.? His/her Marsh Monster was out of this world! Is he to be a regular contributor? WE WANT MORE!!

Dick, Dick & Dunc,
Sheffield.

P. J. C. is Paul Campbell – look at Page one! More of Paul's work in this and future Issues.

Dear PROTEUS,

I think your magazine is Brilliant, but it would be *rubbish* if you had Science-Fiction adventures. At the moment, it would be better if you had book reviews and competitions.

P.S. I hope you like my picture of the Captain of the Faceless Warriors (No. 1, page 30).

Andrew Page,
Sutton Coldfield,
West Midlands.

We've got the message concerning book reviews. And your pic is printed below.

Dear PROTEUS,

May I assure James Jordan of Dublin (Issue No. 9) that he's not alone in being a Tolkien Fanatic? Millions of people worldwide are. I for one have read all Tolkien's best-selling books and played the computer games that go with them.

Proteus is a good magazine for fanatics such as James and myself. The adventures are as thrilling as the ones Frodo encountered, and the plots are almost worthy of Tolkien. Please keep up the good work.

My only complaint is that the posters are too small. How about printing bigger posters? I'm sure readers wouldn't mind paying a little bit extra for them.

Antonio G. Pineda Jr,
Greenford,
Middlesex.

Thanks for the compliments. However, the costs involved in giving away much larger posters really would be prohibitive.

Dear PROTEUS,

I have just started reading your magazine, and I think it is great. I used to read *Fighting Fantasy* books, but one of my friends told me about your mag. However, I have a few questions to ask:

(1) How do you solve the Golden Number riddle in Issue 9?

(2) Why don't you start a fan club?

(3) Why don't you introduce types of characters on the Quest Sheet – e.g. Elf, Warrior? Anyway, keep up the good work.

P.S. Issue ten was great!!!

Arron Johnson,
Ringwood,
Hants.

1. The Golden Number riddle is easy really – keep trying!
2. Our fan club is world-wide (but unofficial).
3. You decide what type of adventurer you want to be when you first roll up your character.

Dear PROTEUS,

I think it would be a good idea if you had a top ten gamebooks chart in your magazine. I mean, you could even get readers to send in their votes.

Keith Hayes,
Blackpool,
Lancs.

Great idea! Send in your votes, everyone, and we'll publish the results.

Dear PROTEUS,

Having formerly been a disciple of Ian Livingstone (bless 'im), I have now been converted to a strict follower of PROTEUS. Your mag is great value for money, and I'm sure you do not wish to raise the price for a while (he says cunningly!). However, this is not a "Brill, Fab" letter – I have a few points to put across.

Firstly, riddles – I love 'em! More, more, more! They make a Quest so much more exciting and improve it no end.

Secondly, the Quest Sheet – a bloke in No. 6 asked for more sheets to be included in the mag. I'm sure we all think that writing out a new Quest Sheet every time you're killed is a real pain in the neck! Three loose sheets would be quite adequate.

And finally, another suggestion was for a readers' art page. Great idea! how about it?

P.S. May a plague of rabid rats descend upon you if you do not print this letter (my second attempt) Thank you!

Carl "killed again" Wick,
Liverpool.

Hope you like the riddles in this issue. And don't worry about the rats, we had some for lunch.

Dear PROTEUS,

First, praise for your magazine. It is fantastic, the best adventure magazine on the market. I do have a bit of trouble getting your magazine, as there is only one shop here except for the ones in town.

In answer to James Jordan's question, there are other Tolkien fans around. In fact the Middle Earth (Lord of the Rings) game is brilliant too: I've got it, it's great – but so is PROTEUS.

I'd just like to say Merkin's great and so are the posters. P.S. I enclose a picture, hope you like it.

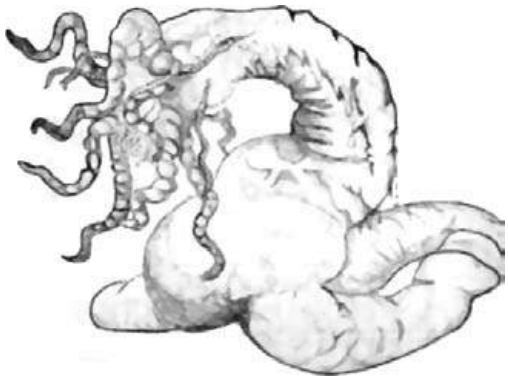
Christopher Smith,
Gwent.

Your pic is printed above. Hope you like our new cartoon, 'Quazi-Do-Do', as much as 'Merkin'.

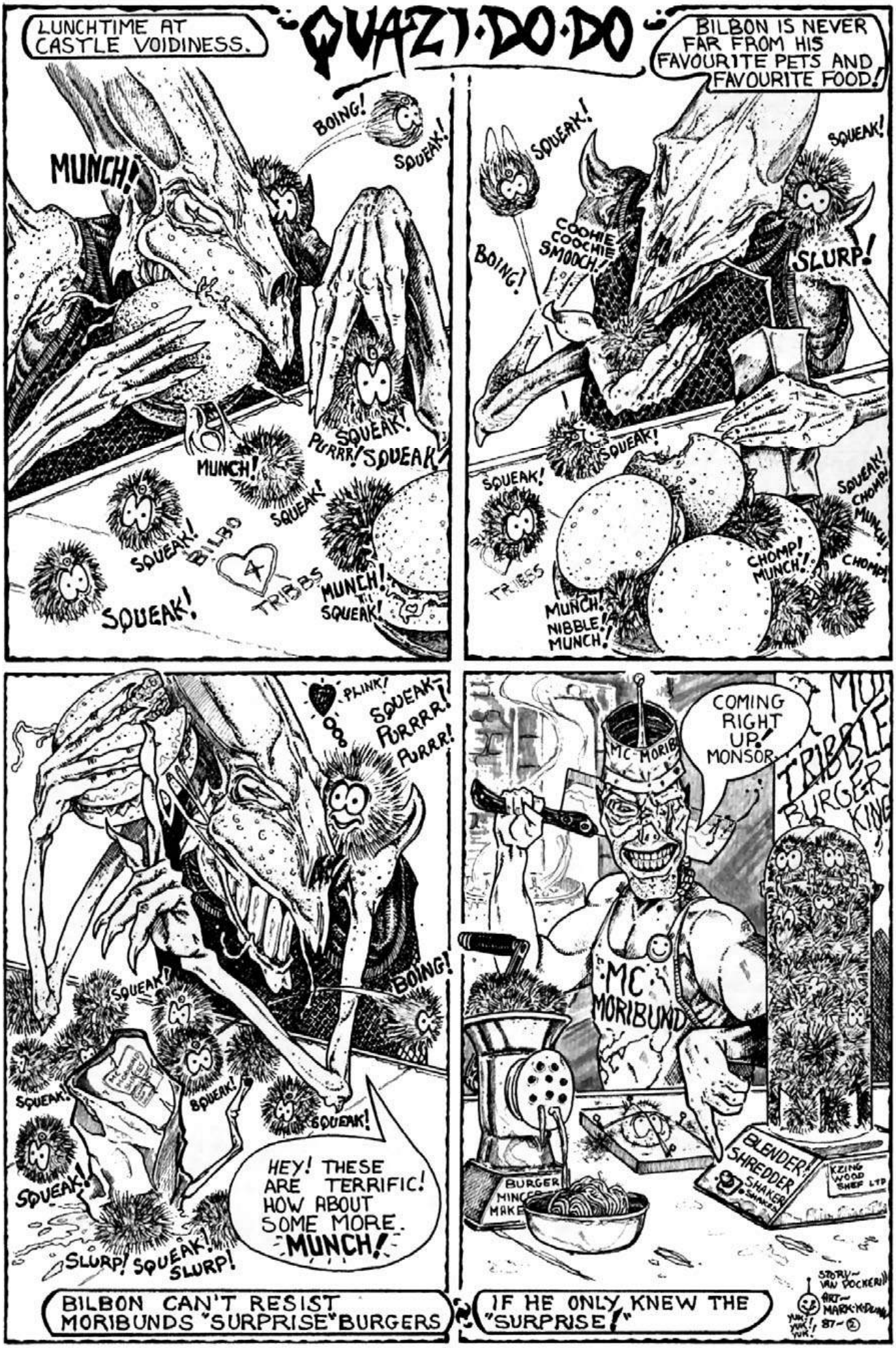
PEN PALS

In response to demand, we will publish, from Issue 12, requests for pen-pals – free of charge. No more than 25 words will be accepted, to include age-range and name and address.

And finally, a nice pic from Tyron Westhorpe, of Northwood, Middlesex. We don't know what Tyron thinks of the mag, because he didn't enclose a letter!

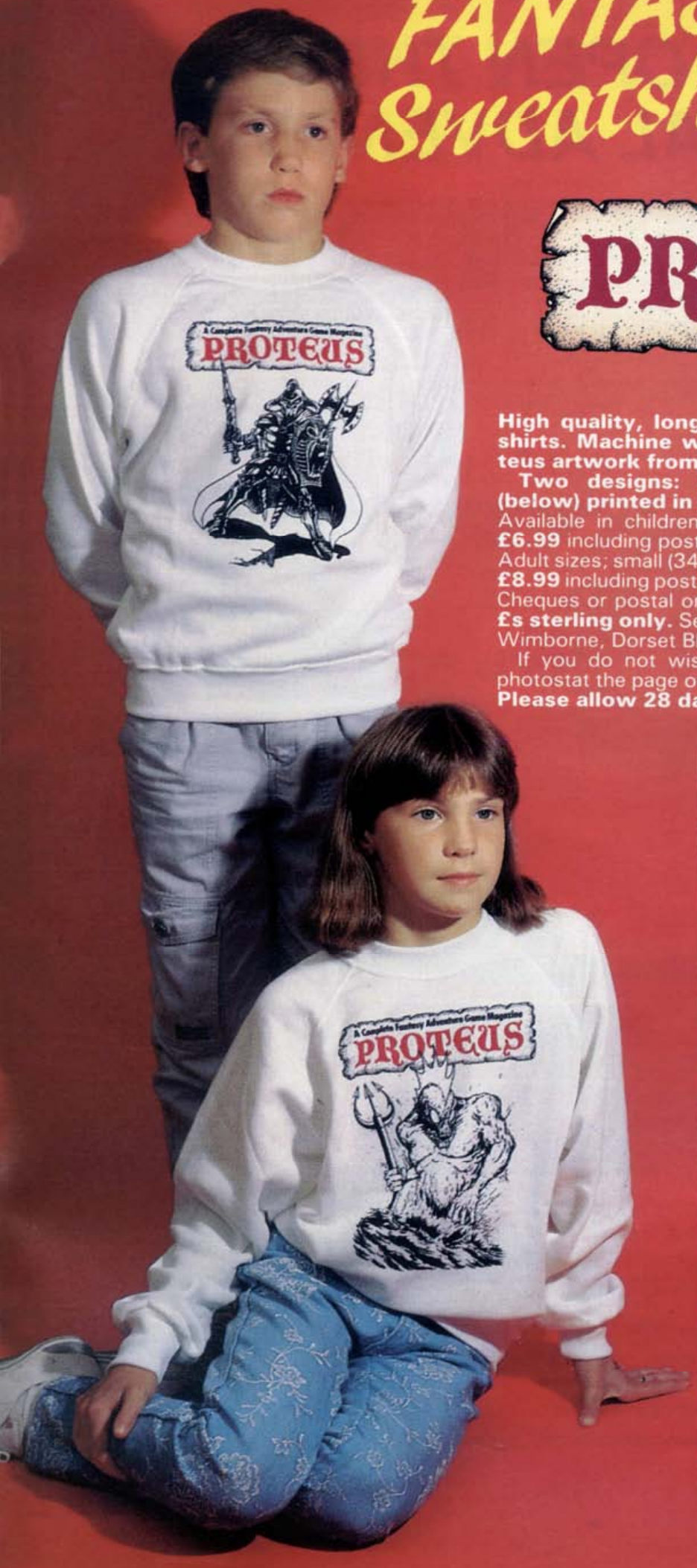


QUAZI·DO·DO


LUNCHTIME AT CASTLE VOIDINESS.
MUNCH!
BOING!
SQUEAK!
SQUEAK!
PURRR! SQUEAK
MUNCH!
SQUEAK!
SQUEAK!
BILBO
TRIBBS
SQUEAK!
MUNCH! TIL SQUEAK!
BILBON IS NEVER FAR FROM HIS FAVOURITE PETS AND FAVOURITE FOOD!
SQUEAK!
SQUEAK!
COOCHIE COOCHIE SMOOCH!
BOING!
SLURP!
SQUEAK!
SQUEAK!
TRIBBS
CHOMP! MUNCH!
SQUEAK! CHOMP! MUNCH! CHOMP!
MUNCH! NIBBLE! MUNCH!
PLINK!
SQUEAK-PURRRR! PURRR!
BOING!
SQUEAK!
SQUEAK!
SQUEAK!
SQUEAK!
SLURP! SQUEAK! SLURP!
HEY! THESE ARE TERRIFIC! HOW ABOUT SOME MORE. MUNCH!
COMING RIGHT UP! MONSOR.
MC MORIBUND
MC MORIBUND
TRIBBLE BURGER KING
BLENDER SHREDDER SHAKER
KZING WOOD SHEF LTD
BURGER MINCER MAKER
BILBON CAN'T RESIST MORIBUNDS "SURPRISE" BURGERS
IF HE ONLY KNEW THE "SURPRISE!"
STORY- IAN DICKERSON
ART- MARK McKENNA
YUK! YUK! YUK!
87-

FANTASY Sweatshirts from

PROTEUS



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PRICE	**£8.99** (£9.99 o/s)			
BRIMGETH				
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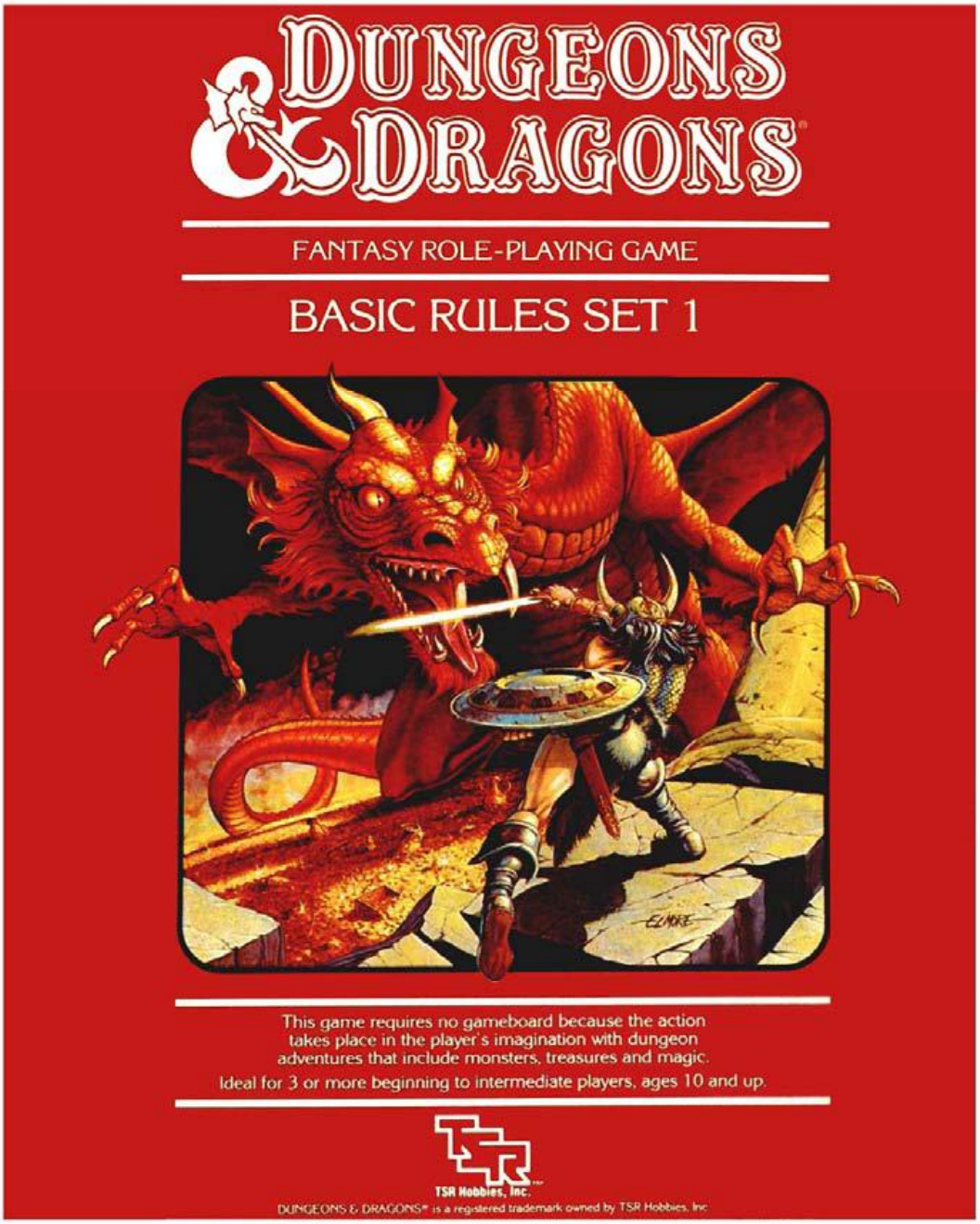
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